

D6 Corruption Points. Discard Token to remove



as a Ranged Free Attack. Shots 1, +2 Range: Discard Token to throw it Strength +3, Damage



Uses Melee To Hit.



and gain a Stunned Marker. Wounds ignoring Defense, take 1 Wound, ignoring of your Hits. You also Damage to a single one Discard Token to add D3 All models in same and Bounce, just like Dynamite. Discard Token to Throw and



yourself or an adjacent

2D6

Wounds

from Heal

Discard Token to

(Free Attack) Discard Token Defense.



Damage vs Vampire Enemy. Undead Enemy, or 6. +1 Damage vs Beast or for Combat 1. Critical Hit on 5



adjacent Hero. from yourself Wounds and D6 Sanity Discard Token to Heal D6 10



yourself or an adjacent 2D6 Sanity Damage from Discard Token to Heal



Hero.



1 Grit. Discard Token to Recover



Hero. yourself or an adjacent Sanity Discard Token to Heal D6 Damage from



Bandages

an adjacent Hero.

Herbs

Wounds from yourself or Discard Token to Heal D6

to each model in the same and adjacent spaces. Wounds, ignoring Defense Strength Ranged Attack. Range: Discard Token to throw it as a +3, Does D6

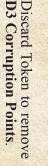
Holy Water

to Demon or Undead. Or Heal

Wounds ignoring Def/Armor

Roll once To Hit. Does D8

to Throw as Range 5 Attack (Free Attack) Discard Token



Exotic Herb



same and adjacent spaces

like Dynamite. All models in

to Throw and Bounce, just

(Free Attack) Discard Token 2D6 Wounds on Holy Hero.

take 2D6-5 Wounds ignoring

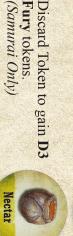
Defense.

the turn. **Armor 3+** until the end of Discard Token to gain

Fine Cigar



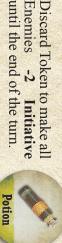
Back the Darkness roll. one of the dice for a Hold Discard Token to Re-roll



Fire Sake

(Samurai Only) Fury tokens.

> D3 Grit. Discard Token to Recover



the end of the turn to one of your Skills Discard Token to add +2 (Agility, Lore, etc) until

Whisker



Flash

until the end of the turn.

Enemies -2

DYNAMITE BOUNCE

If the To Hit roll misses, Dynamite will bounce D3 times

If Dynamite would move into a wall, instead cancel that bounce For each bounce, roll a D8 for direction and move the Dynamite 1 space



\$150 \$100 Blacksmith/ Church/ Street Market

Church/ Church Tent

Church Tent