

“Look Out!”

Once per turn, choose another Hero within 2 spaces. That Hero may Re-roll a single Defense roll just failed. If the Re-roll is successful, gain 15 XP.

HONOR (1)

Above the Law

Once per Adventure, use 2 Grit to Ready your Badge. You start each Adventure with 1 extra Grit.

+1 MAX GRIT

HONOR (2)

Whirling Strike

Use 2 Grit as an Attack to roll your full Combat against each adjacent Enemy.

HONOR (3)

One Man Army

While you are the only Hero on your Map Tile, you gain +1 Combat and +1 Shot with a Gun.

+2 MAX GRIT

HONOR (4)

US MARSHAL



US MARSHAL



US MARSHAL



US MARSHAL

