

BARRAGE

Once per turn, use 1 Grit to gain +1 Shot with each (1H) Gun you fire this turn.

GUNS (1)

STRONG ARM

You may double your Range for Throwing Explosives.

+1 STRENGTH

EXPLOSIVES (1)

SWINGIN' FISTS

As an Attack, use 1 Grit to roll 3 Combat against every adjacent Model.

BRAWLING (1)

SINISTER LAUGH

Any time you kill an Enemy, roll a D6. On the roll of 5 or 6, Recover 1 Grit.

+1 MAX GRIT

SCOUNDREL (1)

STEEL NERVES

Once per turn, you may Re-roll a single failed Willpower save.

+1 MAX GRIT

GUNS (2)

DESTRUCTION

Any Explosives you Throw Bounce 1 fewer time than whatever is rolled. You take 2 Damage less from all Explosives.

EXPLOSIVES (2)

CHARGE

At the start of your Activation, you may choose an Enemy that is not adjacent. You are +2 Damage on all Combat Hits to that Enemy this turn.

BRAWLING (2)

TWITCH

Once per Adventure, gain +4 Initiative until the end of the turn.

+1 MAX GRIT

SCOUNDREL (2)

INFAMY

Once per Town Stay, you may intimidate a local shopkeeper to pay D6x\$25 less for a single Item/Service.

GUNS (3)

DARK STONE

Once per turn, Use 1 Dark Stone when Throwing Dynamite to add +2 Damage to each model affected.

EXPLOSIVES (3)

RAGE

Once per turn, use 3 Grit to gain up to +4 Combat for one Attack.

+1 MAX GRIT

BRAWLING (3)

LOVABLE SCOUNDREL

You gain double the XP listed on all Loot and Scavenge cards.

+1 SPIRIT

SCOUNDREL (3)

ACCURACY

Ranged To Hit 4+

GUNS (4)

CHEW ON THIS!

Once per Fight, when you get a Critical Hit on a Melee Attack, you may discard a Dynamite Token to add 2D6 Damage to the Hit.

EXPLOSIVES (4)

DEADLY

Your melee attacks get critical hits on rolls of 5 or 6 now.

BRAWLING (4)

WON'T STAY DEAD

At the start of each turn, Heal 1 Wound on the D6 roll of 4+. If KO'd, instead you may Recover on the D6 roll of 4+ (If a 6 was rolled, do not roll for Injury/

SCOUNDREL (4)