

STRONG ARM

You may double your Range for Throwing Explosives.

+1 STRENGTH

EXPLOSIVES (1)

DESTRUCTION ARTIST

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

EXPLOSIVES (2)

DARK STONE DYNAMITE

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

EXPLOSIVES (3)

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)

BANDIDO



BANDIDO



BANDIDO



BANDIDO

