

BULLET PROOF +1: Reduce all damage suffered by this model from Actions by +1.

COMBAT FINESSE: When this model is targeted with a ///
Action, the Attacking model's duel cannot be Cheated.

**EVER-CHANGING WIND:** After an enemy Scheme Marker is Dropped or Placed within **1**6, this model may move up to 3".

LIFE OF CRIME: At the start of this model's Activation, it may remove a Scheme Marker within **0**4 to gain Fast.

CHARGE THROUGH: This model's M Actions that are generated by the Charge Action receive a 1 to their damage flip.

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