

# WOKOU RAIDER

*Minion (3), Living*  
BANDIT, LAST BLOSSOM

8  
COST



5  
Df

6  
Wp



5  
Mv

2  
Sz

## ABILITIES

**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 ⚔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 ⚔4 to gain **Fast**.

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

1 2 3 4 5 6 7 8

HEALTH

# WOKOU RAIDER

## ATTACK ACTIONS

RG STAT RST TN

### BALANCED SWORD

1" 5+ Df -

Target suffers 2/4/5 damage.

♣ **Critical Strike:** When resolving, the target suffers +1 damage for each ♣ in this Action's final duel total (to a maximum of +2).

📖 **Drop It!: Enemy only.** Target must Drop an enemy Scheme Marker into base contact with itself, in LoS of this model.

♣ **Coordinated Attack:** Another friendly model may take a ♣ Action targeting the same model.

### COLLIER REVOLVER

12" 5 Df -

Target suffers 2/3/4 damage.

♣ **Reposition:** Move this model up to 3".

## TACTICAL ACTIONS

RG STAT RST TN

### ✂ A NEW HORIZON

6" 6 - 10📖

Target a Scheme Marker. Place the target anywhere within 6" of its current location.