Attack Actions

Attack Actions	Rg	Stat	Rst	TN
Collier Revolver	⌐12"	5	**Df**	-

Target suffers 2/3/4 damage.

- 📖 ***Drop It!:*** *Enemy only.* Target must Drop an enemy Scheme Marker into base contact with itself, in LoS of this model.
- 🗡 ***Stagger:*** Models damaged by this Action gain **Staggered**.
- ✗ ***Mutilate:*** When resolving, if the target has **Slow**, it suffers +1 damage. Otherwise, it gains **Slow**.

	Rg	Stat	Rst	TN
At Gunpoint	8"	6✗	**Wp**	12

Target a non-Leader enemy model within 3" of an enemy Scheme Marker. Target must either discard a random card or take a non-🗡 Action that does not Attach Upgrades or list a model by name, chosen and controlled by this model.

- 🗡 ***Confusion:*** Target gains **Staggered**.
- ✗ ***Buried Grudge:*** When resolving the generated Action, models damaged by it suffer +1 damage.

Tactical Actions

Tactical Actions	Rg	Stat	Rst	TN
Covetous Cravings	6"	5	-	10

Discard a Scheme Marker within 6" and LoS of target friendly model. Target gains **Fast**.

	Rg	Stat	Rst	TN
🗡 **Too Greedy to Die**	⓪6"	-	-	-

Until the End Phase, after a Scheme Marker is Dropped within range, this model may Push a Tormented model within LoS 3" toward the Dropped Marker.