

# WOKOU RAIDER

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

8  
COST



## 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 ①6, 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 ①4 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.