



4  
COST

# DESPERATE MERCENARY

4  
DF

6  
SP

4  
WP

2  
SZ



Minion (2), Living ♦ Mercenary

**Demise (Expendable):** After this model is killed, either draw a card or make a Scheme marker in base contact with this model.

**Gloryseeker:** While resolving actions targeting a unique model, this model receives +1 **Skl**.

# DESPERATE MERCENARY

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
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<b>Broken Sword</b>	⚔️ 1"	4	<b>Df</b>	-	1
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☞ **Critical Strike:** When resolving, this action deals +1 damage to the target.

<b>Broken-Down Rifle</b>	🔫 12"	4	<b>Df</b>	-	2
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🦋 **Frantic Attack:** *This model deals 1 irreducible damage to itself.* Declare this action again.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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<b>"Tell My Story..."</b>	-	-	-	-	-
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*This action may not be controlled by an enemy model.* This model declares the **Interact** action.

The following do not restrict this model from declaring this **Interact** action: being engaged, leaving engagement with a **Walk**, and targeting a marker with an enemy in base contact. Then, kill this model.