

SUE

9
COST

5
DF

6
SP

6
WP

2
SZ

Unique, Living • Bandit

DEF Hard to Kill: When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

Hurt: When this model activates, it may deal 2 irreducible damage to itself to move up to 3" and make a Scheme marker in base contact.

DEF Resilient: Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).

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SUE

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Speed Shooter	*	6	W	Df	- 2

When this action is declared, choose if it has a range of ⚡ 1" or ⚡ 10".

❖ **Critical Strike:** When resolving, this action deals +1 damage to the target.

❖ **Knock Aside:** Move the target up to 3".

† The Man in Black	† 8"	6	Wp	-	-
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Target gains a **Staggered** token.

❖ **Ring of Fire:** Enemy models within (X)3" of the target gain a **Burning** token.

■ **Drop It!:** Target may discard a card. If it does not, make a Scheme marker in base contact with it.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
† Walk the Line	8"	0	-	6	-

Ally only. Move the target up to 6" toward a marker in its LoS.

♦ **Bring Your Guns to Town:** Target gains an **Impact** token, then declares a ⚡ action.

❖ **Dark Remedy:** This model or the target heals 2.

■ **Clear Away:** This model may remove a token from the target.