



# SUE

9  
COST

5  
DF

6  
SP

6  
WP

2  
SZ



Unique, Living ♦ Bandit

☛ **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.

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

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

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
## Attack Actions


Rg Skl Rst TN Dmg

## Speed Shooter

\* 6  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 - -

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.