MAD DOG BRACKETT

8 COST

5 DF

6 SP

5 WP

2 SZ

Henchman, Unique, Living · Bandit

Grit: While this model has half of its maximum health or less, its attack actions receive a ✚.

Pass the Bag: When this model would gain a token, it may drain a ◆ to give a friendly copy of that token to an ally within 6".

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

◆ 1 2 3 4 5 6 7 8 9 10 11

MAD DOG BRACKETT

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Burning Cigar	⚐1"	6❦	**Df**	-	0

Target gains a **Burning** token and a **Staggered** token.

- ❦ *"AHHH, MY EYE!":* When resolving, deal +1 damage and move the target up to 3".

	Rg	Skl	Rst	TN	Dmg
Chesterfield Shotgun	⚐8"	6	**Df**	-	3

For each raise this action receives, deal +1 damage to enemy models within (Ɏ)1" of the target.

- ☙ *Blow It to Hell:* Remove all markers and destructible terrain within (Ɏ)2" of the target.
- ❦ *Spreader Load:* When resolving, increase the size of this action's (Ɏ) to 3" and receive an additional raise.
- 📖 *Drop It!:* Target may discard a card. If it does not, make a Scheme marker in base contact with it.
- ❦ *Clustered Rounds:* When resolving, this action does not receive raises and damage from this action ignores the target's 🛡 abilities.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
⚑ **Life of Crime**	3"	0	-	4	-

Remove target enemy Scheme marker. Gain a **Fast** token.

- ❦ *Swift Action*: Declare this action again.

30 mm