



# M RUFFIAN

5  
COST

5  
DF

5  
SP

5  
WP

2  
SZ



*Minion (3), Living • Wastrel*

**"Everything Must Go!"**: When this model declares an action printed on its stat card it may discard an Artifact upgrade from itself. If it does so, the action receives a .

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

# RUFFIAN

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Gang Weapons</b>	1"	5	Df	-	2
<i>The target may not drain ♦ while this action is resolving.</i>					

• **Reposition:** Move this model up to 3".

• **Sweeping Strike:** A different model within 1" of the target is dealt the same damage -1.

## Derringer

• <b>Imitated Art:</b> An ally within 3" of this model gains a <b>Replica</b> token.	8"	5	Df	-	2
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## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
<b>Hand of Greed</b>	6"	0	-	6	-
<i>Target a Remains marker. Place this model in base contact with the target. Then, draw a card and remove the target.</i>					

• **Chain Gang** 3" - - - - -

*Another friendly model only. Once per turn. Move the target up to 3". Then, this model may move up to 3", which must end within 3" of the target.*