



SLY "SIX-SHOTS"

- COST

5
DF

6
SP

5
WP

2
SZ



Totem, Unique, Living • Family

Arms Dealer: After a friendly upgrade is discarded from another model within 6" this model may attach it.

Escape Plan: When this model activates, if it is within 2" of a table edge or impassable terrain, it may move up to 2".

Manipulative: If this model has not yet activated this turn, enemy models may not cheat fate in opposed duels with this model.

SLY “SIX-SHOTS”

Attack Actions Rg Skl Rst TN Dmg

Black Market Pistols * 6 Df - 2

When this action is declared, choose if it has a range of 1" or 12". For each raise this action receives, make a Scheme marker in base contact with the target.

¶ **Puncture:** When resolving, this attack receives one additional raise.

Tactical Actions Rg Skl Rst TN Dmg

Gunrunner 6" 0 - 5 -

This model may discard an upgrade attached to itself and attach it to the target. Then, the target moves up to 2".

¶ **Mend:** Target heals 2.

█ **Draw Out Secrets:** Make a Scheme marker in base contact with the target.

♥ **Sneak Away:** Once per turn. This model must be within 1" of blocking terrain. Place this model anywhere within 8" of its current location within 1" of blocking terrain.

Resupply - - - - -

Once per turn. Draw up to two cards from this model's discard pile with values of 1-5.