

 6
COST

CONVICT GUNSLINGER

5
DF6
SP5
WP2
SZ

Minion (2), Living • Bandit



Don't Turn Your Back: Enemy models that activate engaged with this model may not declare the **Interact** action until the end of their activation.

Nose for Loot: Once per activation. After this model removes a marker, draw a card.

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

CONVICT GUNSLINGER

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Pistol Whip	1"	5	Df	-	-
Move the target up to 3".					

W&S Pistol  12" 5 Df - 2

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

₩ **Onslaught:** Declare this action again, targeting the same model.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
Bar Brawl Instincts	2"	0	-	4	-
Once per activation. Target a Scheme or Remains marker. Make a marker of the same type anywhere within 6" of its current location, then remove the target.					

¶ **Improvised Missile:** Deal 1 damage to enemies within (X)1" of the made marker.

₩ **Crossbreeze:** An enemy model within 3" of the made marker gains a **Staggered** token.