

 7  
COST

## SIX ARMED SIX-SHOOTER

5  
DF6  
SP5  
WP2  
SZ

Unique, Construct • Bandit, Mercenary



**Armor:** Once per activation. This model may reduce damage dealt to it by 1.

**Trick Shot:** Once per activation. After this model resolves an attack action targeting an enemy which received at least one raise, this model draws a card.

# SIX ARMED SIX-SHOOTER

Attack Actions	Rg	Skl	Rst	TN	Dmg
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<b>Hail of Bullets</b>	12"	5	+2	Df	-	2
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If this action receives a raise, deal 1 damage to enemy models within (X)2" of the target.

¶ **Ricochet:** Deal 1 damage to a different model within 3" of the target.

₩ **Quick Reflexes:** Declare this action again, targeting a different model.

■ **Vantage Point:** *Enemy only.* Make a Scheme marker anywhere in the area between this model and the target.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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<b>Exhibition Shooting</b>	16"	0	-	X	-
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*Once per activation. The TN of this action is equal to the distance in inches between this model and target Scheme marker. Make a Scheme marker within 4" of the target, then remove the target.*

¶ **Showin' Off:** This model gains a **Fast** token.

₩ **Shot to Pieces:** If the target is an enemy marker, draw a card.