



6  
COST

# CONVICT GUNSLINGER

5  
DF

6  
SP

5  
WP

2  
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
<b>Pistol Whip</b>	⌘1"	5	Df	-	-

Move the target up to 3".

<b>W&amp;S Pistol</b>	🔫12"	5	Df	-	2
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🌀 **Critical Strike:** When resolving, this action deals +1 damage to the target.

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

## Tactical Actions

<b>Bar Brawl Instincts</b>	2"	0	-	4	-
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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.