



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
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Gang Weapons

1" 5 Df - 2

The target may not drain ♦ while this action is resolving.

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

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

Derringer

🔫 8" 5 Df - 2

🦋 **Imitated Art:** An ally within 3" of this model gains a **Replica** token.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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Hand of Greed

6" 0 - 6 -

Target a Remains marker. Place this model in base contact with the target. Then, draw a card and remove the target.

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.