



7
COST

SIX ARMED SIX-SHOOTER

5

DF

6

SP

5

WP

2

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

Hail of Bullets 12" 5 **Df** - 2

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

Exhibition Shooting 16" 0 - X -

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.