



COST

SLY "SIX-SHOTS"

5

DF

6

SP

5

WP

2

SZ



Totem, Unique, Living ♦ Family

Arms Dealer: After a friendly upgrade is discarded from another model within 6" this model may attach it.

Escape Plan: When this model activates, if it is within 2" of a table edge or impassable terrain, it may move up to 2".

♣ **Manipulative:** If this model has not yet activated this turn, enemy models may not cheat fate in opposed duels with this model.



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Attack Actions

	Rg	Skl	Rst	TN	Dmg
Black Market Pistols	*	6	Df	-	2

When this action is declared, choose if it has a range of //1" or 12". For each raise this action receives, make a Scheme marker in base contact with the target.

☞ **Puncture:** When resolving, this attack receives one additional raise.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
↯ Gunrunner	6"	0	-	5	-

This model may discard an upgrade attached to itself and attach it to the target. Then, the target moves up to 2".

☞ **Mend:** Target heals 2.

📖 **Draw Out Secrets:** Make a Scheme marker in base contact with the target.

🦋 **Sneak Away:** Once per turn. This model must be within 1" of blocking terrain. Place this model anywhere within 8" of its current location within 1" of blocking terrain.

♦ Resupply	-	-	-	-	-
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Once per turn. Draw up to two cards from this model's discard pile with values of 1-5.