



10
COST

ELLA MAE CHESTERFIELD

5
DF

6
SP

5
WP

3
SZ

Unique, Living, Loyal ♦ Bandit, Mercenary



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

Sturdy Saddlebags: *Once per turn.* Before this model moves, it may remove a marker within 2". If it does, after resolving the move, it may make a Scheme marker within 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.



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Attack Actions Rg Skl Rst TN Dmg

Metal Claws //1" 6 **Df** - 3

☞ **A' Clatter:** Move the target up to 2". If the target has a **Staggered** token, move the target +2".

☛ **Quick Shot:** Declare a ☞ action, even if engaged.

📖 **Collateral Damage:** Remove a marker or a destructible terrain piece within 2" of the target.

Chesterfield 1879 ☞12" 6 **Df** - 3

♦ **Bloody Legacy:** The target gains a **Staggered** token, then this model and allies within (X)2" gain an **Impact** token.

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

📖 **Drop It!:** Target may discard a card. If it does not, make a Scheme marker in base contact with it.

Tactical Actions Rg Skl Rst TN Dmg

↴ **Ride With Me** 2" 0 - 6 -

This model may target another friendly model of lower Sz. Move this model up to 5". Then, if this action targeted another friendly model, place the friendly model into base contact with this model.