



M 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
Gang Weapons	1"	5	Df	-	2
<i>The target may not drain ♦ while this action is resolving.</i>					

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

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

Derringer

• Imitated Art: An ally within 3" of this model gains a Replica token.	8"	5	Df	-	2
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Tactical Actions

	Rg	Skl	Rst	TN	Dmg
Hand of Greed	6"	0	-	6	-
<i>Target a Remains marker. Place this model in base contact with the target. Then, draw a card and remove the target.</i>					

• **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.