

INSIGNIFICANT: This model cannot take the Interact Action and is ignored for Strategies and Schemes.

**PUNY:** This model does not Drop any Markers when killed and has no engagement range.

JUST A RAT...?: At the start of this model's Activation, this model may end its Activation. If it does so, the opposing player discards a Pass Token and this model's controller chooses a friendly model to Activate.

MINDLESS: When this model is Summoned, it is treated as having already Activated this Turn, and neither player gains or discards any Pass Tokens.

**DEMISE (EXPENDABLE):** After this model is killed, its controller draws a card.

