

# MAURICE

*Enforcer, Living  
Versatile  
HALF-BLOOD*

7  
COST



5  
WP



5  
Mv



## ABILITIES

**ACCOMPlice:** After this model ends its Activation, a friendly model within 6" that has not Activated this Turn may discard a card or Pass Token to do so.

**BACKUP:** After an enemy model resolves an Action that damaged a friendly model within 16, this model may discard a card or gain **Staggered** to take an Action targeting the enemy model, ignoring Friendly Fire.

**BODYGUARD:** Other friendly models within 12 have Cover.

**EVASIVE:** Reduce all damage this model suffers from Shockwave, (X), and ♪ effects to 0.

**HARD TO WOUND:** Damage flips against this model suffer a □.

1 2 3 4 5 6 7

HEALTH

# MAURICE

## ATTACK ACTIONS

RG STAT RST TN

### BRUTAL BLADE

1" 5 Df -

Target suffers 2/3/4 damage.

- ❖ **Drink Blood:** When resolving, this model Heals an amount equal to the damage suffered.
- **Worthy Opponent:** After resolving, draw a card. If the target was killed, discard a card.

### REFURBISHED SHOTGUN

8" 6 Df -

Triggers on this Action must be declared, if able. Target suffers 2/3 $\spadesuit$ /3 $\clubsuit$  damage.

- ❖ **Slug:** When resolving, this Action Drops no Blast Markers and the target suffers +1 damage.
- ✗ **Severe Injury:** Models damaged by this Action gain Injured +1 for each ✗ in this Action's final duel total (to a maximum of Injured +2).

## TACTICAL ACTIONS

RG STAT RST TN

### FOUL-MOUTHED MOTIVATION

6" 5 - 12

Other friendly model only. Target Heals 1/2/3 and gains Focused +1.

- ❖ **Reposition:** Move this model up to 3".

ERRATA: JULY 2023

30MM