

MISS DEED

Henchman, Living
MERCENARY

9
COST




ABILITIES

BATTLE TEMPO: During the Start Phase, this model may Push up to 2" in any direction.

HARD TO KILL: When this model suffers damage, if it has 2 or more Health, it may not be reduced to below 1 Health.

RUSH: When this model takes the **Charge** Action, increase the distance it Pushes by up to +2".

RUTHLESS: This model ignores the **Terrifying** and **Manipulative** Abilities of other models.

WELCOME TO MALIFAUZ: After an enemy model is Summoned within 6, this model may discard a card to Place itself into base contact with the Summoned model and take a  Action targeting it.

THIS MODEL COUNTS AS TAEOR IN EVERY WAY.



HEALTH

TAEOR

ATTACK ACTIONS

RG STAT RST TN

RELIC HAMMER

2" 7 Df -

Target suffers 3/4/6 damage, ignoring the **Shielded** Condition.

☛ **Puncture:** When resolving, this Action's damage flip receives a + for each ☛ in the final duel total (to a maximum of ++).

☛ **From the Heavens:** When resolving, damage from this Action may not be reduced using Soulstones.

📖 **Bloody Fate:** Draw a card. If the target was not killed, discard a card.

👊 **Knock Aside:** Push the target 4" in any direction.

BRING IT

12" 5 Wp 13

Target moves its **Mv** +2" toward this model. Then, the target must take a ☛ Action that cannot declare Triggers targeting this model, if able. Any damage flips from the generated Action suffer a ☐.

TACTICAL ACTIONS

RG STAT RST TN

SHRUG OFF

- - - -

Discard a card. End one Condition on this model.