

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.** (1), and **2** effects to 0.

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

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