



# TEST SUBJECT

4  
COST

4  
DF

6  
SP

4  
WP

2  
SZ

Minion (3), Construct, Beast • Tricky

**Failed Experiment:** While this model has an enemy token, it increases its **Df**, **Wp**, and the **Skl** of all actions by 1.

**Stampede:** After this model ends a **Charge** action in base contact with any other models, it may deal 1 damage to itself. If it does so, deal 1 damage to all other models in base contact with this model.

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## Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Static Touch</b>	1"	5	Df	-	1

■ **Analyze Weakness:** Target gains an **Analyzed** token.

<b>Electrical Shock</b>	8"	5	Df	-	1
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*Damage from this action ignores ♦ abilities.*

■ **Arc:** Once per activation. Declare this action again targeting a different model, drawing range and LoS from the original target.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
<b>Happy Accident</b>	-	-	-	-	-

Once per activation. Remove a marker in base contact with this model. Make a Scheme marker in base contact with this model.