



ELEMENTAL BOXER

6
COST6
DF6
SP4
WP2
SZ

Minion (2), Living • Academic, M&SU

¶ Hard to Kill: When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

¶ Unionized: While within 3" of another ally, this model receives a + to its Df and Wp duels.

ELEMENTAL BOXER

Attack Actions Rg Skl Rst TN Dmg

| | | | | | |
|------------------|----|---|---|---|---|
| Quick Jab | 1" | 5 | X | - | 2 |
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This model chooses whether this action is resisted by Df, Wp, or Sp.

• **Ember:** The target gains a **Burning** token.

• **Reposition:** Move this model up to 3".

• **Arcane Jolt:** Remove a token from the target to have the target gain a **Slow** token.

• **Maim:** Target gains an **Injured** token.

| | | | | | |
|-------------------------|----|---|----|----|---|
| Sparring Partner | 1" | 5 | Df | 10 | - |
|-------------------------|----|---|----|----|---|

This action may target friendly models. Move the target up to 3". Then, this model may move up to 3", which must end within 3" of the target.