



M PENELOPE

- COST

7
DF

7
SP

4
WP

1
SZ

Totem, Unique, Beast • Sooey

Nip at their Heels: After this model resolves the **Walk** action, choose an unengaged ally within 6" to move up to 2" in any direction.

Resilient: Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).

PENELOPE

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Bite ⚡ 1" 6 Df - 2

❖ **Critical Strike:** When resolving, this action deals +1 damage to the target.

▣ **Grab On:** Target gains a **Slow** token. End this model's activation.

❖ **Grease and Gristle:** Make an enemy Remains marker in base contact with the target.

† **Pointer Hound** † 8" 5+ Wp - -

Target gains an **Adversary** token.

❖ **Quick Reflexes:** Declare this action again, targeting a different model.

❖ **Mental Trauma:** Target must either discard a card or be dealt 3 damage.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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Nudge 'Em On 8" 0 - 5 -

Friendly only. Target is moved up to 3". Then, the target gains a **Glutted** token.

♦ **Resupply** - - - - -

Once per turn. Draw up to two cards from this model's discard pile with values of 1-5.