



- COST

TONI IRONSIDES

TROUBLESHOOTER

6
DF6
SP6
WP2
SZ

Master, Unique, Living • M&SU

Union Dues

Mouse

Caught in the Ring: Models engaged by this model cannot target other models with attack actions.

Good Shot, My Turn: After an attack targeting this model is resolved, this model may drain a ♦ to deal 2 damage to the attacker and give it an **Injured** token.

♦ Pumped Up: When this model is dealt damage, reduce that damage by 1 if this model is engaged by any enemy model(s).

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Troubleshooter

Attack Actions	Rg	Skl	Rst	TN	Dmg
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Staggering Punch	1"	7	Df	-	2
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Target gains a **Staggered** token.

- ◆ **Spit Out a Tooth and Grin:** Once per game. This model heals 14.
- ❖ **Follow Through:** When resolving, deal +1 damage for each enemy model engaging this model.
- ❖ **Quick Reflexes:** Declare this action again, targeting a different model.
- **Choice Words About Your Mother:** Choose an enemy model in LoS. Move the chosen model 6" toward this model.
- ❖ **Delay:** Target gains a **Slow** token.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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"Get Your Guard Up!"	6"	0	-	5	-
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The target heals 2 and gains a **Focused** token.

- ❖ **On Your Heels:** Place this model into base contact with the target.

Intimidation	(X)3"	0	-	5	-
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Once per turn. Enemy models within range must either gain an **Injured** token or be dealt 2 damage.

- ◆ **Second Wind:** This model may remove any number of tokens on it and declare a // action.
- ❖ **Defensive Reflexes:** This model gains a **Shielded** token.