



# BRACER

8  
COST

5  
DF

5  
SP


5  
WP

2  
SZ

Unique, Living, Versatile • Vanguard

**Expert Climber:** *Once per activation.* This model may ignore vertical distance while resolving the **Walk** or **Charge** action.

**On the Move:** When this model activates, it may move up to 3", ignoring other models.

**Shields Up:** Friendly models within 2" of this model targeted by a  action increase their final duel total by 1.

# BRACER

## Attack Actions

**Rg Skl Rst TN Dmg**

### Arcane Deflection

1" 6 Df - 3

If this attack receives a raise, move enemies within 1" of this model up to 2" in any direction.

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

⚔ **Pouncing Strike:** Place this model into base contact with a different enemy model within 5". Then, declare this action again, targeting that enemy model.

### Collier Revolver

12" 5 Df - 2

## Tactical Actions

**Rg Skl Rst TN Dmg**

### Defiant Arrival

6" 0 - 7 -

*Once per activation.* Place this model anywhere within range. If this model changed elevations with this action, move enemy models within 1" of this model up to 2" in any direction.

📖 **Arcane Resonance:** Friendly models within (X)1" of this model gain a **Shielded** token.

### Tenacity

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*Discard a card.* This model heals 2.