



TEST SUBJECT

4
COST

4
DF

6
SP

4
WP

2
SZ



Minion (3), Construct, Beast • Tricksy

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
Static Touch	1"	5	Df	-	1

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

Electrical Shock	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
Happy Accident	-	-	-	-	-

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