



# WRASTLER

7  
COST

6  
DF

6  
SP

5  
WP

1  
SZ



Minion (3), Living ♦ Infamous

☞ **Combat Finesse:** When this model is targeted with a // action, the attacking model's duel cannot be cheated.

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

**Tag In!:** Instead of deploying normally, this model may be deployed at the start of turn 2, within 2" of an ally and not on terrain.

# WRASTLER

## Attack Actions

Rg Skl Rst TN Dmg

### Wrestle

1" 5 Df - 3

*This model may remove a friendly marker within 2" of itself. If it does so, this action receives a +.*

**The Piano Played On:** Make a Piano marker within 2" of this model.

**Sweeping Strike:** A different model within 1" of the target is dealt the same damage -1.

**Friction Burn:** Target gains a **Burning** token.

### Gimmick

8" 5 Df - -

Target gains an **Entranced** token. If this action receives a raise, this model may make a Piano marker in base contact with the target.

## Tactical Actions

Rg Skl Rst TN Dmg

### Off the Top Rope

- 0 - 5 -

*This action may only be declared if this model is at an elevation of 2 or higher. Place this model within 5", at a lower elevation. This model is dealt 1 falling damage, then it deals 1 damage to all models in base contact. Then, this model may declare an attack action, which receives a +.*