



-  
COST

# BERNADETTE BASSE

FURTIVE

5  
DF

7  
SP

4  
WP

2  
SZ



Totem, Unique, Living • Frontier

🛡️ **Favorable Terrain:** If this model has cover or concealment, it has both.

**Lay of the Land:** *Once per activation.* When this model declares the **Interact** action to make a Scheme marker, it may remove a friendly token from itself to make an additional Scheme marker within 3".

**Trailblazer:** When this model declares the **Walk** action, if it has a **Hidden** token or is in concealing terrain, it may treat the **Walk** action as a 🏃 action.

1 2 3 4 5 6 7 8 9

# BERNADETTE BASSE

## Furtive

### Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Lucky Knife</b>	1"	5	Df	-	2
<p>☞ <b>Critical Strike:</b> When resolving, this action deals +1 damage to the target.</p> <p>☞ <b>Reposition:</b> Move this model up to 3".</p>					

### Tactical Actions

	Rg	Skl	Rst	TN	Dmg
<p>⚔ <b>Tripwire</b></p> <p>8" 0 - 5 -</p> <p>Target a marker. Enemy models within (X)2" of the target must pass a TN 14 <b>Sp</b> duel or be dealt 2 damage and gain a <b>Staggered</b> token.</p> <p>♦ <b>Resonant Twang:</b> Allies within (X)2" of the target move up to 3" and gain a <b>Hidden</b> token.</p> <p>☞ <b>On Your Heels:</b> Place this model into base contact with the target.</p> <p>📖 <b>Just a Decoy:</b> Remove the target.</p>					
<p>⚔ <b>Gear Up</b></p> <p>8" 0 - 5 -</p> <p>Once per activation. Target gains a <b>Badge</b> token.</p> <p>☞ <b>Mend:</b> Target heals 2.</p>					
<p>♦ <b>Resupply</b></p> <p>- - - - -</p> <p>Once per turn. Draw up to two cards from this model's discard pile with values of 1-5.</p>					