



PEARL MUSGROVE

7
COST

5
DF

6
SP

5
WP

2
SZ



Henchman, Unique, Living • Bandit

Hard to Kill: When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

Relapsed: Once per turn. After a marker within 6" is removed, draw a card.



1

2

3

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5

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PEARL MUSGROVE

Attack Actions Rg Skl Rst TN Dmg

Sawed-off Shotgun	*	5	+1	Df	-	2
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When this action is declared, choose if it has a range of ⚔ 1" or ⚔ 8". If this action receives a raise, deal 1 damage to enemy models within (X)1" of the target.

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

Tactical Actions Rg Skl Rst TN Dmg

Make a Distraction	8"	0	-	5	-	-
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*Friendly only. Enemy models within (X)3" of the target must pass a TN 12 Wp duel or gain a **Staggered** token, and this model may move them up to 4".*

₩ **All Goin' as Planned:** After resolving, move the target up to 4".

₩ **Vengeful:** Target gains an **Impact** token.

Contraband	5"	0	-	7	-	-
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Once per turn. Make a Scheme marker within range.

✉ **Brushfire:** Models within (X)1" of the made marker must move 3" away from it or gain a **Burning** token.