



# MANCHA ROJA

COST

5

DF

6

SP

5

WP

3

SZ



Totem, Unique, Living • Infamous

**Caught in the Ring:** Models engaged by this model cannot target other models with attack actions.

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

☞ **Resilient:** Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).

**Rush:** While resolving the **Charge** action, increase the distance this model moves by up to +2".



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## Attack Actions


Rg Skl Rst TN Dmg

### Takedown

// 2" 7 Df - 2

If the target is within 1" of a Piano marker, this action receives a .


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

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

### Toss in the Mud

// 2" 6 Df 12 -

*This action may target friendly models. Move the target 2" in any direction, then remove up to one token from the target.*


 **Taunt:** Target gains a **Challenged** token.

## 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 .*

### ♦ Tap the Leyline

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*Once per turn. Draw two cards and then discard one card.*