



MAURICE

8
COST

6
DF

6
SP

5
WP

2
SZ



Unique, Living, Versatile ◊ Half-Blood

Caustic Blood: Once per activation. After this model suffers damage from an action or trigger, enemy models within (1) 1" gain an **Injured** token.

• **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".



1

2

3

4

5

6

7

8

9

10

11

MAURICE

Attack Actions

Rg	Skl	Rst	TN	Dmg
----	-----	-----	----	-----

Serrated Blade ⚔ 1" 6 Df - 3

If this attack received a raise, the target gains an **Injured** token.

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

■ **Forethought:** This model gains an **Adaptable** token.

₩ **Maim:** Target gains an **Injured** token.

† **Toss in the Mud** ⚔ 2" 6 Df 12 -

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

¶ **Paid With Pain:** Deal 1 damage to this model.

Tactical Actions

Rg	Skl	Rst	TN	Dmg
----	-----	-----	----	-----

† **Tenacity** - - - - - -

Discard a card. This model heals 2.