



# M DESPER LaRAUX

8  
COST

5  
DF

6  
SP

5  
WP

2  
SZ

Henchman, Unique, Living • Wastrel



🛡 **Butterfly Jump:** After resolving an enemy attack action targeting this model, this model may move up to 3".

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



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Attack Actions	Rg	Skl	Rst	TN	Dmg
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<b>Sneak Thief</b>	≤ 1"	5	+/-	Df	-	2
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If this action receives a raise, attach an Artifact upgrade to this model.

• **Knock Aside:** Move the target up to 3".

• **Draw Out Secrets:** Make a Scheme marker in base contact with the target.

<b>Thrown Hook</b>	≥ 6"	6	Df	10	-
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*This action may target allies. This action receives a + if the target is at a lower elevation. Place the target in base contact with this model.*

• **Give Me A Hand Down:** When resolving, instead of placing the target, place this model in base contact with the target.

• **Knock Aside:** Move the target up to 3".

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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<b>Acrobatic Movement</b>	6"	0	-	7	-
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Place this model anywhere within range that is not within 2" of an enemy model.

• **Cunning Escape:** Once per activation. Choose an ally within 2". Place the chosen model in base contact with this model.