



MOUSE

-
COST

5

DF

6

SP

5

WP

1

SZ

Totem, Unique, Living • M&SU

Accomplice: When this model ends its activation, a friendly model within 6" that has not activated this turn may discard a card to do so.

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

Tactician: When this model activates, it may remove a friendly Scheme marker within 8". If it does, another ally within 8" may declare the **Walk** action.



1

2

3

4

5

6

7

8

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MOUSE

Attack Actions

Coded Signals

Rg Skl Rst TN Dmg

‡10" 5P Wp - 2

If this action receives a raise, make a Scheme marker within 3" of the target.

♦ **Useful Intel:** An ally within 3" of the target heals 2 and may move up to 3".

P **Pull and Drag:** Move the target 3" toward this model.

Tactical Actions

♦ Resupply

Rg Skl Rst TN Dmg

- - - - -

Once per turn. Draw up to two cards from this model's discard pile with values of 1-5.

Fight for the Union

6" 0 - 5 -

Once per activation. Target a friendly Toni Ironsides. Target gains a **Shielded** token. If the target has half its maximum health or less, it also declares an action.

‡ "Rope, Ho!"

6" 0 - 5 -

This model must be on terrain of **Ht** 2 or greater.

Target ally is placed into base contact with this model.

📖 **Preparations:** Target gains a **Focused** token.