



8  
COST

# RAPHAEL LaCROIX

6  
DF

6  
SP

5  
WP

1  
SZ



Unique, Living • Kin

**Don't Turn Your Back:** Enemy models that activate engaged with this model may not declare the **Interact** action until the end of their activation.

**Piles of "Stuff":** When this model succeeds in an attack, it may drain a ♦ to make a Scheme marker in base contact with the target.

♣ **Threatening Demeanor:** *Once per activation.*  
This model may reduce damage dealt to it by 1.



# RAPHAEL LaCROIX

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
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**Knock Heads**      ⚔ 1"    6    **Df**    -    2

Deal this action's damage to a different enemy within 2" of the target.

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

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

**Heavy Firearm**      ⚔ 12"    5    **Df**    -    3

☞ **Swift Action:** Declare this action again.

☞ **Smolder:** If the target has a **Burning** token, it resolves the **Burning** token. Then, it gains a **Burning** token.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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⚔ **Convincin' Argument**      (X) 2"    0    -    6    -

*Once per activation.* Enemy models within range must pass a TN 12 **Df** duel or be dealt 1 damage.

☞ **Shrug Off:** Remove one token from this model.

☞ **Now Shove Off!:** Move one model that suffered damage from this action up to 3".