



GRACIE

8

COST

6

DF

5

SP

5

WP

3

SZ

Unique, Living, Beast ♦ Infamous

☞ **Armor:** Once per activation. This model may reduce damage dealt to it by 1.

☞ **Eat Your Fill:** After killing an enemy model with a ☞ action, this model heals 2.

☞ **Ramming Speed:** This model's ☞ actions generated by the **Charge** action receive +1 **Skl** and any one suit to its final duel totals.

GRACIE

Attack Actions

Rg **Skl** **Rst** **TN** **Dmg**

Hip Check

// 1" 6 **Df** - 3

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

🦋 **Confusing Feelings:** Target gains an **Entranced** token.

📖 **Free Loot:** Remove a Scheme marker within 2" of this model.

🦋 **Rampage:** Move this model 5", ignoring enemy models. Models moved through this way must pass a TN 13 **Sp** duel or be dealt 1 damage.

Tactical Actions

Rg **Skl** **Rst** **TN** **Dmg**

🔻 Ride With Me

2" 0 - 6 -

This model may target another friendly model of lower **Sz**. Move this model up to 5". Then, if this action targeted another friendly model, place the friendly model into base contact with this model.

📖 **Survival Skills:** This model heals 1.