



7
COST

PEARL MUSGROVE

5
DF

6
SP

5
WP

2
SZ



Henchman, Unique, Living • Bandit

🛡️ **Hard to Kill:** When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

Relapsed: *Once per turn.* After a marker within 6" is removed, draw a card.



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

PEARL MUSGROVE


Attack Actions

Sawed-off Shotgun

Rg Skl Rst TN Dmg

* 5  Df - 2

When this action is declared, choose if it has a range of  1" or  8". If this action receives a raise, deal 1 damage to enemy models within (X)1" of the target.

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


Tactical Actions


Make a Distraction

Rg Skl Rst TN Dmg

8" 0 - 5 -

Friendly only. Enemy models within (X)3" of the target must pass a TN 12 **Wp** duel or gain a **Staggered** token, and this model may move them up to 4".


 **All Goin' as Planned:** After resolving, move the target up to 4".

 **Vengeful:** Target gains an **Impact** token.

Contraband

5" 0 - 7 -

Once per turn. Make a Scheme marker within range.

 **Brushfire:** Models within (X)1" of the made marker must move 3" away from it or gain a **Burning** token.