



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

**"BOOM! Headshot!"**: While resolving attack actions, if this model flips (not cheats) a 13, it may treat the 13 as the red joker.

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

# RUSTY ALYCE

## Trigger Happy

### Attack Actions

|  | Rg | Skl | Rst | TN | Dmg |
|--|----|-----|-----|----|-----|
|--|----|-----|-----|----|-----|

|                          |      |   |    |   |   |
|--------------------------|------|---|----|---|---|
| † <b>Clockwork Shove</b> | ¶ 2" | 6 | Df | - | - |
|--------------------------|------|---|----|---|---|

The target gains a **Staggered** token. Move the target up to 3", +2" for each raise this action receives.

|                         |       |   |    |   |   |
|-------------------------|-------|---|----|---|---|
| <b>Clockwork Seeker</b> | ¶ 10" | 6 | Df | - | 2 |
|-------------------------|-------|---|----|---|---|

*This attack has a raise value of 3.*

- ◆ **Ensouled Bullet:** Summon an Abomination with health equal to the damage suffered from this action into base contact with the target.
- ❖ **Trigger Happy:** Once per activation. Declare this action again, targeting a different model.
- ♦ **Stagger:** Target gains a **Staggered** token.
- **"I Meant to Do That!"**: After failing, the next action this model declares this activation receives +2 **Skl**.
- ❖ **Severe Injury:** When resolving, if the target has an **Injured** token, deal +1 damage to it. Otherwise, it gains an **Injured** token.

### Tactical Actions

|  | Rg | Skl | Rst | TN | Dmg |
|--|----|-----|-----|----|-----|
|--|----|-----|-----|----|-----|

|                   |    |   |   |   |   |
|-------------------|----|---|---|---|---|
| † <b>Scrounge</b> | 6" | 0 | - | 4 | - |
|-------------------|----|---|---|---|---|

Once per activation. Target a marker. Place this model in base contact with the target, then remove the target.

- **"Sweet! A Compression Coil!"**: Draw a card and this model heals 1.