

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 \mathbb{W} action, this model heals 2.

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



1

2

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11

GRACIE

Attack Actions

Rg	Skl	Rst	TN	Dmg
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Hip Check

1"	6	Df	-	3
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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
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Ride With Me

2"	0	-	6	-
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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.