# JOHN WATSON

**6** COST

**5** DF

**6** SP

**6** WP

**2** SZ

*Unique, Living ◆ Cavalier*

**Bullseye:** This model receives a ⊕ when targeting a model within 1" of an Assault marker.

⛉ **Warning Growl:** Attacks targeting friendly models within 2" do not deal additional damage due to raises.

1 2 3 4 5 6 7 8

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## Attack Actions

| | Rg | Skl | Rst | TN | Dmg |
|---|---|---|---|---|---|
| **Medical Tools** | ⚔1" | 6 | **Df** | - | 1 |

*This attack has a raise value of 3. This action ignores*
🛡 *abilities.*

- ☞ ***Clarity:*** This model gains an **Insight** token.
- 📖 ***Field Kit:*** After resolving, one friendly model within 3" of the target heals 1.

| | Rg | Skl | Rst | TN | Dmg |
|---|---|---|---|---|---|
| **Under My Care** | ✦12" | 5 | **Wp** | 10 | - |

*This action may target friendly models.* Remove a token from the target.

- 🐾 ***"I've Got Your Back!":*** *Engaged ally only.* Target is placed in base contact with this model.

## Tactical Actions

| | Rg | Skl | Rst | TN | Dmg |
|---|---|---|---|---|---|
| ⚑ **Walk It Off** | 6" | 0 | - | 5 | - |

*Ally only.* Target either moves 2" or heals 1. If this action receives a raise, this model may declare this action again.

- 📖 ***Draw Out Secrets:*** Make a Scheme marker in base contact with the target.
- 🌿 ***Review Plans:*** Target gains an **Insight** token.