



COST

# RUSTY ALYCE

## RIDER REMADE

6

DF

8

SP

6

WP

3

SZ

Master, Unique, Living, Construct ♦ Amalgam

Soul  
Battery

**Chasing Fate:** When this model is dealt damage, it may drain a ♦ to reduce an amount of damage equal to the turn number.

**Cumbersome:** This model may not scale terrain.

**Hoofbeats of Ruin:** When this model is hired, it must choose a crew card: Riders of Fate or Rust-Eaten Fate.

**Nemesis (♠, ♡, and ♣):** The ♠, ♡, and ♣ abilities of enemy models within 3" are blank.

♦ 1 2 3 4 5 6 7 8 9 10 11

# RUSTY ALYCE

## Rider Remade

### Attack Actions

#### Ride Them Down

Rg 2" Skl 6 Rst Df - TN Dmg 3

If this action was generated by the **Charge** action, it deals +1 damage.

☞ **Siphon Life:** When resolving, this action deals +1 damage and this model heals 1.

⚔ **Stagger:** Target gains a **Staggered** token.

#### Clockwork Seeker

Rg 10" Skl 6 Rst Df - TN Dmg 2

*This attack has a raise value of 3.*

### Tactical Actions

#### Rust and Ruin

Rg 6" Skl 0 Rst - TN \* Dmg -

*Enemy only. Once per activation. Summon an Amalgam model into base contact with the target.*

#### ⚔ "Think I Can Jump That?"

Rg 3" Skl 0 Rst - TN 5 Dmg -

*Once per activation. Target terrain. Place this model within 8" of its current location and in base contact with the target. If this action received a raise, place this model within 8" of its current location and within 3" of the target.*