



# TRIXIEBELLE

8  
COST5  
DF6  
SP5  
WP3  
SZ

Henchman, Unique, Construct, Loyal • Tricky



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

**Don't Mind Me:** The following do not restrict this model from taking the **Interact** action: being engaged, leaving engagement with a **Walk**, and targeting a marker with an enemy in base contact.

**"Look Who's Reachin' Over Yer Head Now!"**: This model's **Interact** action has a **Rg** of 4".



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# TRIXIEBELLE

| Attack Actions | Rg | Skl | Rst | TN | Dmg |
|----------------|----|-----|-----|----|-----|
|----------------|----|-----|-----|----|-----|

|                             |    |   |    |   |   |
|-----------------------------|----|---|----|---|---|
| <b>Oversized Metal Fist</b> | 2" | 6 | Df | - | 2 |
|-----------------------------|----|---|----|---|---|

This action deals +2 damage for each raise instead of +1.

• **Of FIRE!**: Target gains a **Burning** token.

|                    |     |   |    |   |   |
|--------------------|-----|---|----|---|---|
| <b>Hand Cannon</b> | 10" | 5 | Df | - | 2 |
|--------------------|-----|---|----|---|---|

• **Glitter Bomb**: Allies within (1)2" of the target gain a **Shielded** token.

• **Of FIRE!**: Target gains a **Burning** token.

• **Maim**: Target gains an **Injured** token.

| Tactical Actions | Rg | Skl | Rst | TN | Dmg |
|------------------|----|-----|-----|----|-----|
|------------------|----|-----|-----|----|-----|

|             |    |   |   |   |   |
|-------------|----|---|---|---|---|
| <b>Leap</b> | 6" | 0 | - | 4 | • |
|-------------|----|---|---|---|---|

Once per activation. Place this model anywhere within range.