



DESPER LaRAUX

8
COST

5
DF

6
SP

5
WP

2
SZ

Henchman, Unique, Living • Wastrel

🛡️ **Butterfly Jump:** After resolving an enemy attack action targeting this model, this model may move up to 3".

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

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Attack Actions

Rg Skl Rst TN Dmg

Sneak Thief //1" 5+ Df - 2

If this action receives a raise, attach an Artifact upgrade to this model.

🗡 **Knock Aside:** Move the target up to 3".

📖 **Draw Out Secrets:** Make a Scheme marker in base contact with the target.

Thrown Hook †6" 6 Df 10 -

This action may target allies. This action receives a + if the target is at a lower elevation. Place the target in base contact with this model.

👉 **Give Me A Hand Down:** When resolving, instead of placing the target, place this model in base contact with the target.

🗡 **Knock Aside:** Move the target up to 3".

Tactical Actions

Rg Skl Rst TN Dmg

👉 **Acrobatic Movement** 6" 0 - 7 -

Place this model anywhere within range that is not within 2" of an enemy model.

💎 **Cunning Escape:** Once per activation. Choose an ally within 2". Place the chosen model in base contact with this model.