



FITZSIMMONS

COST

5

DF

5

SP

5

WP

2

SZ



Totem, Unique, Living • M&SU

Flee the Scene: When this model ends its activation, move it up to 5".

Protected by the Union: Reduce all damage dealt to allies within 3" by 1.

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Attack Actions

Rg Skl Rst TN Dmg

Strength in Numbers //1" 6 Df - 2

If the target is within 3" of another friendly model, this action receives a ♠.

♠ **Vivid Language:** Remove up to one token from the target. Then, the target gains a **Slow** token.

📖 **Interrogate:** Target may discard a card. If it does not, this model draws a card.

Tactical Actions

Rg Skl Rst TN Dmg

♣ **Instigate** 10" 0♠ - 6 -

Other ally only. Move the target up to 4".

♠ **A Little Arson Among Friends:** Remove a Scheme marker within 1" of the target.

♦ **Resupply** - - - - -

Once per turn. Draw up to two cards from this model's discard pile with values of 1-5.