



MAURICE

8

COST

6

DF

6

SP

5

WP

2

SZ



Unique, Living, Versatile • Half-Blood

Caustic Blood: *Once per activation.* After this model suffers damage from an action or trigger, enemy models within (X)1" gain an **Injured** token.

☞ **Resilient:** Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).

Rush: While resolving the **Charge** action, increase the distance this model moves by up to +2".

MAURICE

Attack Actions

Rg Skl Rst TN Dmg

Serrated Blade

⌘1" 6 Df - 3

If this attack received a raise, the target gains an **Injured** token.

☞ **Critical Strike:** When resolving, this action deals +1 damage to the target.

📖 **Forethought:** This model gains an **Adaptable** token.

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

⚡ Toss in the Mud

⌘2" 6 Df 12 -

This action may target friendly models. Move the target 2", then remove up to one token from the target.

☞ **Paid With Pain:** Deal 1 damage to this model.

Tactical Actions

Rg Skl Rst TN Dmg

⚡ Tenacity

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Discard a card. This model heals 2.