



CAREFULLY LAID PLANS

Mah Tucket, Metal Magpie



Friendly Tricksy models gain the following ability:

Escape Vectors: After resolving an enemy attack that targeted this model, this model may discard a card to move up to 4" and, if this model received a raise in the duel, draw a card.

Friendly unique Tricksy models gain the following actions:

| Tactical Actions | Rg | Skl | Rst | TN | Dmg |
|--|-----|-----|-----|----|-----|
| † Unnecessary Tinkerin' | 6" | 0 | - | 7 | - |
| The target gains an Injured token. | | | | | |
| † "It's Sabotage!" | †1" | - | - | - | - |
| <i>Target an enemy leader with an Analyzed or Injured token. The opponent must tell you the name of their currently selected scheme.</i> | | | | | |



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Tokens

Analyzed: This model may not reduce damage with its abilities. Remove this token during the end phase.

Burning: During the end phase deal 1 damage to this model and enemy models in base contact with it. Then remove this token.

Injured: This model suffers -1 to its **Df** and **Wp**. During the end phase, remove this token. Canceled by **Bolstered**.

Shielded: When this model is dealt non-irreducible damage, it must remove this token to reduce that damage by 1. This token may reduce damage to 0.

Staggered: This model suffers -2 **Sp** and cannot be moved by other enemy models. When this model ends its activation, remove this token. Canceled by **Hastened**.