



-
COST

THE LITTLE LASS

6

DF

5

SP

5

WP

1

SZ

Totem, Unique, Living • Tricky

Delegated Authority: When this model ends its activation, it may remove up to one token from all models within 3". Then, each model that removed a token this way gains this model's choice of a **Shielded** or **Analyzed** token.

Mah! Help!: After this model resolves the **Charge** action, a friendly Mah Tucket within 10" may drain a ♦ to place into base contact with an enemy engaged with this model and deal 2 damage to it.



THE LITTLE LASS

Attack Actions

Rg Skl Rst TN Dmg

Whamajiglette

// 2" 5 Df - 2

Move the target up to 2".

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

☛ **Frazzled:** The target may discard a card.

If it does not, this model draws a card.

☛ **Szzap!:** When resolving, deal +1 damage for each token on the target (to a maximum of 2). Then, remove a token from the target.

Caustic Canteen

✦ 8" 6 Df - 2

Enemy models within (X) 1" of the target are dealt 1 damage.

☛ **All Scraped Up:** Models damaged by this action gain a **Injured** token.

Tactical Actions

Rg Skl Rst TN Dmg

♦ Resupply

- - - - -

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

✦ Eyein' You Up

8" 0 - 6 -

Friendly only. Move the target up to 4". If this action receives a raise, the target gains a **Shielded** token.

📖 **Auto-Repair:** This model heals 1.