



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.

FITZSIMMONS

Attack Actions

Rg	Skl	Rst	TN	Dmg
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Strength in Numbers

1"	6	Df	-	2
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If the target is within 3" of another friendly model, this action receives a **+1**.

¶ **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
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Instigate

10"	0¶	-	6	-
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Other ally only. Move the target up to 4".

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

Resupply

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