MR. AMBROSE

8 COST

6 DF

7 SP

5 WP

2 SZ

Henchman, Unique, Construct • Ampersand

Armor: *Once per activation.* This model may reduce damage dealt to it by 1.

Expert Climber: *Once per activation.* This model may ignore vertical distance while resolving the **Walk** or **Charge** action.

Toxic Waste: Remains markers within 12" of this model are severe and hazardous terrain. Allies are unaffected by the traits given from this ability.

1 2 3 4 5 6 7 8 9

MR. AMBROSE

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Extended Claw	3"	6	**Df**	-	3

Another friendly model within range may heal 2.

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

	Rg	Skl	Rst	TN	Dmg
☙ **Electric Jolt**	8"	6	**Df**	-	2

❧ ***Dismember:*** Make a Remains marker in base contact with the target.

❧ ***"It's Magnetic?":*** Place the target into base contact with this model.

📖 ***Arc:*** *Once per activation.* Declare this action again targeting a different model, drawing range and LoS from the original target.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
☙ **Echoes of a Lost Mind**	-	0	-	7	-

Once per activation. Deal 1 irreducible damage to this model. This model declares the **Interact** action.

◆ ***Existential Uncertainty:*** After resolving the generated action, if that action targeted a marker, all enemies within 1" of the marker are dealt 1 damage.