



MOUSE

- COST

5
DF

6
SP

5
WP

1
SZ



Totem, Unique, Living • M&SU

Accomplice: When this model ends its activation, a friendly model within 6" that has not activated this turn may discard a card to do so.

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

Tactician: When this model activates, it may remove a friendly Scheme marker within 8". If it does, another ally within 8" may declare the **Walk** action.

MOUSE

Attack Actions

Rg	Skl	Rst	TN	Dmg
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Coded Signals

†10"	5P	Wp	-	2
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If this action receives a raise, make a Scheme marker within 3" of the target.

- ◆ **Useful Intel:** An ally within 3" of the target heals 2 and may move up to 3".
- ◆ **Pull and Drag:** Move the target 3" toward this model.

Tactical Actions

Rg	Skl	Rst	TN	Dmg
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Resupply

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

Fight for the Union

6"	0	-	5	-
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Once per activation. Target a friendly Toni Ironsides.

Target gains a **Shielded** token. If the target has half its maximum health or less, it also declares an action.

“Rope, Ho!”

6"	0	-	5	-
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This model must be on terrain of **Ht** 2 or greater.

Target ally is placed into base contact with this model.

■ **Preparations:** Target gains a **Focused** token.