



MYRANDA

10
COST

5
DF

6
SP

6
WP

2
SZ

Henchman, Unique, Living • Chimera



Demise (Aspects of the Wild): When this model is killed, it may be replaced with another Chimera model without a title, heal 4 and attach a Bestial Form upgrade.

Unimpeded: This model is unaffected by severe and hazardous terrain.

Watchful Eye: Allies within 6" receive a to Df duels.



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MYRANDA

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Flurry of Claws	6"	6	Df	-	2

This action deals +2 damage for each raise instead of +1.

• **Reposition:** Move this model up to 3".

• **Act on Instinct:** This model gains an **Instinct** token.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
Healing Energy	8"	0	-	4	-

Target heals 2. For each raise this action receives, the target heals an additional +2.

• **Flames of Change:** Target discards a Mutation upgrade. Attach a Mutation upgrade to the target.

Shaped by the Wild	8"	0	-	7	-
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Ally only. Once per activation. Attach a Mutation upgrade to the target.

• **Keen Instincts:** The target gains an **Instinct** token.

Call of the Wild	6"	0	-	6	-
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Ally or friendly beast only. Move the target up to its Sp.

• **Hunter's Call:** When resolving, instead of moving, the target declares the **Charge** action.

• **Keen Instincts:** The target gains an **Instinct** token.