



THE LITTLE LASS

- COST

6
DF5
SP5
WP1
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.

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Attack Actions Rg Skl Rst TN Dmg

Whamajigglette

¶ 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 Scrapped 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.