



-
COST

TONI IRONSIDES

TROUBLESHOOTER

6

DF

6

SP

6

WP

2

SZ

Master, Unique, Living • M&SU

Union Dues

Mouse

Caught in the Ring: Models engaged by this model cannot target other models with attack actions.

Good Shot, My Turn: After an attack targeting this model is resolved, this model may drain a ♦ to deal 2 damage to the attacker and give it an **Injured** token.

♦ **Pumped Up:** When this model is dealt damage, reduce that damage by 1 if this model is engaged by any enemy model(s).

♦ 1 2 3 4 5 6 7 8 9 10 11 12 13 14

TONI IRONSIDES

Troubleshooter

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Staggering Punch	1"	7	Df	-	2

Target gains a **Staggered** token.

♦♦ **Spit Out a Tooth and Grin:** Once per game. This model heals 14.

☞ **Follow Through:** When resolving, deal +1 damage for each enemy model engaging this model.

⚔ **Quick Reflexes:** Declare this action again, targeting a different model.

📖 **Choice Words About Your Mother:** Choose an enemy model in LoS. Move the chosen model 6" toward this model.

🦋 **Delay:** Target gains a **Slow** token.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
⚔ "Get Your Guard Up!"	6"	0	-	5	-

The target heals 2 and gains a **Focused** token.

⚔ **On Your Heels:** Place this model into base contact with the target.

	Rg	Skl	Rst	TN	Dmg
Intimidation	(X)3"	0	-	5	-

Once per turn. Enemy models within range must either gain an **Injured** token or be dealt 2 damage.

♦ **Second Wind:** This model may remove any number of tokens on it and declare a 1" action.

☞ **Defensive Reflexes:** This model gains a **Shielded** token.