

DR. GRIMWELL

Henchman, Living
Versatile
ASYLUM

9
COST



6
DF

5
WP



5
MV

2
SZ

ABILITIES

RESEARCH SPECIMENS: After this model kills an enemy model, this model may draw a card.

HARD TO WOUND: Damage flips against this model suffer a .

RESTRAINTS: Enemy models with **Staggered** that are engaged by this model are ignored by their controller for the purposes of Strategies and Schemes.

NIMBLE: This model may treat the **Walk** Action as a Action.

IN MY CARE: When targeting a model with **Staggered**, this model's Attack Actions receive +X to their duels.

1 2 3 4 5 6 7 8 9

HEALTH

DR. GRIMWELL

ATTACK ACTIONS

RG STAT RST TN

SKULL SAW

1" 6 Df -

Target suffers 2/3/5 damage and must either discard a card or gain **Injured +2**.

☛ **Critical Strike:** When resolving, the target suffers +1 damage for each ☛ in this Action's final duel total (to a maximum of +2).

✕ **Maim:** Target discards a card.

✕✕ **Lobotomy: Once per Activation.** When resolving, the target may discard any number of cards. Then, the target suffers +X damage, where X is equal to the number of cards in the target's Control Hand (to a maximum of +3).

PREPARE FOR SURGERY

8" 7 Mv 12

Enemy only. Push any number of friendly Asylum models within 6" of the target into base contact with the target, then the target suffers damage equal to the number of friendly Asylum models within 1".

📖 **Bloody Fate:** Draw a card. If the target was not killed, discard a card.

⚔ **Stagger:** Models damaged by this Action gain **Staggered**.

TACTICAL ACTIONS

RG STAT RST TN

DOCTOR'S ORDERS

6" - - -

Discard a card. Friendly only. Move the target up to 4".