

MAURICE

Enforcer, Living
Versatile
HALF-BLOOD

7
COST



6
DF

5
WP



5
MV

2
SZ

ABILITIES

ON THE PROWL: After this model kills an enemy model, it Heals 1 and may Push up to 2" in any direction.

EVASIVE: Reduce all damage this model suffers from Shockwave, (X), and ♣ effects to 0.

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

BACKUP: After an enemy model resolves a ⚡ Action that damaged a friendly model within 6", this model may discard a card to take a ⚡ Action targeting the enemy model.

1 2 3 4 5 6 7

HEALTH

MAURICE

ATTACK ACTIONS

RG STAT RST TN

BRUTAL BLADE

1" 5 Df -

Target suffers 2/3/4 damage.

☞ **Drink Blood:** When resolving, this model Heals an amount equal to the damage suffered.

📖 **Worthy Opponent:** After resolving, draw a card. If the target was killed, discard a card.

REFURBISHED SHOTGUN

8" 6 Df -

Triggers on this Action must be declared, if able. Target suffers 2/3♣/3♣ damage.

☞ **Slug:** When resolving, this Action Drops no Blast Markers and the target suffers +1 damage.

✕ **Severe Injury:** Models damaged by this Action gain **Injured +1** for each ✕ in this Action's final duel total (to a maximum of **Injured +2**).

TACTICAL ACTIONS

RG STAT RST TN

LOW TO THE GROUND

3" 5 - 10

Until the End Phase, friendly models within range have Cover.

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