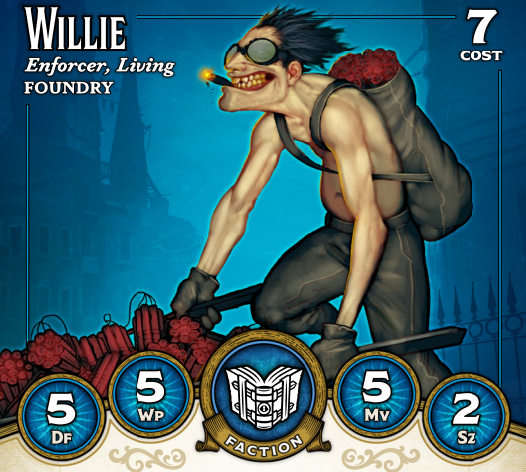


WILLIE

Enforcer, Living
FOUNDRY

7
COST



ABILITIES

DEMISE (EXPLOSIVE +3): After this model is killed, models within (X)2 suffer +3 damage. This model does not Drop any Markers when killed.

AGILE: This model may leave the engagement range of enemy models with the **Walk** Action.

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

RIDE THE RAILS: If this model is within 1" of a Scrap Marker when it takes the **Walk** Action, instead of moving normally, it may Place itself into base contact with another Scrap Marker within 12" (even if this model is engaged).

DEMOLITIONIST: At the start of this model's Activation, it may remove all Destructible Terrain within (X)1.

1 2 3 4 5 6 7

HEALTH

WILLIE

ATTACK ACTIONS

RG **STAT** **RST** **TN**

SHARP WIT

1" 5 **Wp** -

Target gains **Slow**.

☛ **"Here, Hold This!"**: The target and other models within (X)2 of it must each pass a TN 13 **Mv** duel or suffer 3 damage. The target suffers a ☐ to this duel.

THROW DYNAMITE

8" 5 * 12

Shockwave 2, **Mv** 13, **Damage** 3.

☞ **Blaze**: Models damaged by this Action gain **Burning +1** for each ☞ in this Action's final duel total (to a maximum of **Burning +2**).

☛ **"Fire in the Hole!"**: Immediately, all friendly models within 3" of the **Shockwave** Marker are Pushed 3" away from it.

TACTICAL ACTIONS

RG **STAT** **RST** **TN**

✂ BLOW IT TO HELL

8" 4 - 10

Remove any other Blown Apart Markers Dropped by this model. Drop a Blown Apart Marker within range, then remove any Destructible Terrain within (X)2 of it. Models within (X)2 of a Blown Apart Marker do not benefit from having Cover. Blown Apart Markers cannot be removed from effects other than this Action.

✂ SET CHARGE

6" - - -

Until the End Phase, after an enemy ends a move in base contact with a Scheme or Scrap Marker within range, all enemy models within (X)3 of the Marker suffer 2 damage. Then remove the Marker.