



IRONSIDES

Master, Living
M&SU

CACHE

5

DF	WP	WD	WK	CG	HT
5	6	14	5	8	2

FINAL, OFFICIAL


Quell The Riot: At the start of this model's Activation it gains the following Condition until the end of the game for each enemy model within **1**2: "**Adrenaline +1:** At the end of the Turn, this model heals exactly 1 damage and then lowers this Condition's value by 1."


Hard to Kill: While this model has 2 or more **Wd** remaining when it suffers damage, it may not be reduced to below 1 **Wd**.


Df (🎯) Good Shot, My Turn: After this model suffers damage from an enemy **MI** Action, the Attacker suffers an uncheatable 2/3/4 damage flip and this model gains the **Adrenaline +1** Condition until the end of the game.

Hand-Picked Men: Other friendly M&SU models within **1**6 of this model gain **+** to Attack and damage flips they make if they have fewer Wounds than their **Wd** stat.


ATTACK ACTIONS



(1) Brass Knuckles (MI 7 / Rst: Df / Rg: 2): Target suffers 2/3/4 damage. This Action gains  to the Attack flip during disengaging strikes.


 **Warm Up:** After damaging an enemy, this model gains this Condition until end of the game: "**Adrenaline +1:** At the end of the Turn, this model heals exactly 1 damage and then lowers this Condition's value by 1."

 **Follow Through:** After damaging, this model may lower its **Adrenaline** Condition by 2 to push up to 2" and then take a (2) **MI** Action.

(2) Uppercut (MI 4 / Rst: Df / Rg: 2): Target suffers 4/5/7 damage and gains the **Slow** Condition. Increase this model's **MI** for this Attack by its **Adrenaline** Condition Value, up to a maximum of **MI** 8.

 **Who Wants Some?:** After damaging, this model may lower its **Adrenaline** Condition by 2 to push up to 2" and then take a (1) **MI** Action.

(1) You Lookin' At Me? (Ca 7 / TN: 13 / Rst: Wp / Rg: 12): Target model is pushed its **Cg** towards this model. Then, if able, the target must make a (1) **MI** Attack against this model which receives   to the damage flip and may not declare Triggers.

 **Next!:** After succeeding take this Action again, it cannot declare Triggers.

TACTICAL ACTIONS

(0) Rush 'Em: This model may lower its **Adrenaline** Condition by 1 to be placed in base contact with target enemy model within 6".