



# TONI IRONSIDES


Master, Living  
M&SU


CACHE


3

08/28/13

DF	WP	WD	WK	CG	HT
6	5	12	4	6	2

**No Mercy:** This model's damage flips gain  against models with the **Hemorrhaging** Condition.

**Troubleshooter:** Friendly models within  3 of this model gain the **Focused +1** Condition if they fail an Attack Action.

**DF**() **The Look:** After succeeding, this model gains +1 **MI** until the end of the turn.

**Pounce:** When an enemy model ends a Push or Move within this model's engagement range that is not part of a Walk or Charge Action, this model may immediately take a 1 AP **MI** Attack Action against the model without spending AP.

## ATTACK ACTIONS

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- (0) **"Say that again..."** (MI 5X / Rst: **Wp** / Rg ♣ 1) Target suffers 0/1/1 damage.  
X ♡ *Fluster*: The target gains the following condition until the end of the turn: "**Flustered**: This model may not declare Tactical Actions."
- (1) **Rib Smasher** (MI 5X / Rst: **Df** / Rg ♣ 1) Target suffers 2/3/5 damage.  
X ♣ *Fragment Rib*: The target gains the following condition until it heals damage: "**Hemorrhaging +1**: This model suffers +1 damage when it suffers weak damage."
- (2) **Limb Breaker** (MI 5X / Rst: **Df** / Rg ♣ 1) Target suffers 4/5/7 damage and gains the following condition until it heals damage: "**Hemorrhaging +1**: This model suffers +1 damage when it suffers weak damage."  
X 📖 *Bloody Mess*: After damaging, this model may take a (1) Attack Action.
- (3) **Smash** (MI 5X / Rst: **Df** / Rg: ♣ 1): Target suffers 9/10/12 damage.  
X X *Unrecognizable Mess*: After damaging, this model may take a (2) Attack Action.