



MAH TUCKET

♠ *Master, Living*
GREMLIN

CACHE

4

09/12/13

| DF | WP | WD | WK | CG | HT |
|----|----|----|----|----|----|
| 7 | 5 | 12 | 6 | 6 | 1 |

From the Shadows: This model may be deployed anywhere on the board that is at least 6" away from the enemy Deployment Zone. This model may not take Interact Actions on the first turn.

Do It Right! Once per Turn, if a friendly Gremlin in LoS misses with an **Sh** Action, this model may sacrifice it to give all friendly Gremlins in play **+** to **Sh** Actions for the rest of the Turn.

Today's Chores: This Crew gains one of the following depending on the suit of the card it used for Initiative this Turn:

- ♥: Friendly models ignore severe terrain.
- ♠: When any friendly model is killed, all models in (X)1 suffer 1 damage.
- ♣: Friendly models gain **+** to **MI** duels.
- ♣: If a friendly Gremlin is killed, draw 1 card.

ATTACK ACTIONS

(1) Giant Wooden Spoon (MI 6 / Rst: Df / Rg: ♠ 1): Target suffers 3/4/5 damage.

♣ *Reposition:* After damaging, push this model up to 3" in any direction.

♣ *SMACK!:* After damaging, push the target up to 6" in any direction.

♣ *Critical Strike:* When damaging the target, this attack deals +1 damage for each ♣ in the final duel total.

(1) Boomer (Sh 5 / Rst: Df / Rg: ♣ 12): Target suffers 2/2♣/5♣♣ damage.

TACTICAL ACTIONS

(0) Too Much Makeup: This model may discard a card to gain the following Condition until the end of the Turn: "**Disguised:** This model may not be the target of the Charge Action."

(0) Let Mah Tucket Handle This: This model may discard a Soulstone to be pushed into base contact with target friendly model within 6" and LoS. Push the target model up to 6" in any direction.

(1) Swing Around Real Fast (MI 6 / TN: 14): This model gains the following Condition until the end of the Turn: "**The Bane of Kneecaps:** This model's MI Attack Actions gain +1 MI and +2 Rg."

✂ *Thwap!:* After succeeding, immediately take a 1 AP MI Action.