JOHAN CREEDY

Enforcer, Living
Versatile
INFAMOUS

7 COST

5 DF	**5** WP	FACTION	**4** Mv	**2** Sz

ABILITIES

FLURRY: *Once per Turn.* After this model resolves a 〰 Action during its Activation, it may discard a card to take that Action again.

HARD TO KILL: When this model suffers damage, if it has 2 or more Health, it may not be reduced to below 1 Health.

RUSH: When this model takes the **Charge** Action, increase the distance it Pushes by up to +2″.

SABOTAGE: After this model kills a Construct, it may Drop a Scheme Marker into base contact with itself.

SHOWBOATING: At the end of this model's Activation, if it Cheated Fate from its Control Hand during its Activation, it may draw a card.

① ② ③ ④ ⑤ ⑥ ⑦
HEALTH