

JOHAN CREEDY

*Enforcer, Living
Versatile*
INFAMOUS

7
COST



5
DF

5
WP



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

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ATTACK ACTIONS

RELIC HAMMER

RG STAT RST TN

2" 5 Df -

Target suffers 3/4/6 damage, ignoring the **Shielded** Condition.

• **Knock Aside:** Push the target 4" in any direction.

REBEL YELL

6" 5 Wp 10

End all Conditions on the target.

TACTICAL ACTIONS

RG STAT RST TN

FINAL REST

(1) 4" 5 - 10

Remove all Scrap and Corpse Markers within range.

Choose a number of friendly models in this model's LoS up to the number of removed Markers, then each chosen model Heals 1.

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