


# JOHANA

Enforcer, Living  
Versatile  
INFAMOUS

7  
COST



## 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.

THIS MODEL COUNTS AS JOHAN CREEDY IN EVERY WAY.



HEALTH