



YANNIC WALLER

7
COST

5
DF

6
SP

5
WP

2
SZ



Unique, Living, Loyal • Syndicate

🛡 Hard to Kill: When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

Ingenuity: Once per activation. After an ally within 6" empowers a duel, it may remove a friendly Scheme marker within 2" of itself. If it does so, it may draw the card used to empower.



1

2

3

4

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YANNIC WALLER

Attack Actions Rg Skl Rst TN Dmg

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|--------------|------|---|---|----|---|---|
| Shove | ¶ 1" | 7 | + | Df | - | - |
|--------------|------|---|---|----|---|---|

Move the target up to 4". For each raise this action receives, move the target an additional +1".

- ◆ **Disperse the Crowd:** An ally within 2" moves up to 4" and gains an **Aura (Hazardous)** token.

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| Solberg Shotgun | ¶ 12" | 6 | Df | - | 2 |
|------------------------|-------|---|----|---|---|

Deal 1 damage to enemy models within ¶1" of the target.

- ₩ **Coordinated Attack:** Another friendly model may declare a ¶ action targeting the same model.
- ¶ **Glory of Ridley:** Draw a card of value 1-3 from your discard pile.
- ₩ **Daze:** Target gains a **Stunned** token and this model may move it up to 3".

Tactical Actions Rg Skl Rst TN Dmg

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| Democratic Election | 6" | 0 | - | 3 | - |
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Once per activation. Choose any number of models within range to heal 1. Then, deal 1 damage to the same number of models within range.

- ₩ **Reposition:** Move this model up to 3".

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| Expanding Influence | 6" | 0 | - | 7 | - |
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Ally or friendly minion only. Move the target up to 4" toward a friendly model in its LoS.