

9
COST

ALPHONSE LeBLANC

5
DF6
SP6
WP3
SZ*Henchman, Unique, Living • Wizz-Bang*

"Ooo, Shiny...": While this model has a **Glowy** token, increase this model's action limit by 1 (to a maximum of 3).

Warning Growl: Attacks against allied models within 2" do not deal additional damage due to raises.



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Attack Actions	Rg	Skl	Rst	TN	Dmg
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Huge Fist	¶ 2"	6	+	Df	-	3
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◆ **"Friend?"**: Once per activation. If the target has not yet activated this turn, it must be the next enemy model to activate, if able.

■ **Overwhelmed**: Target gains an **Entranced** token.

Toss	‡ 2"	6	Df	12	-	
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This may target friendly models. Target a model of lower **Sz** than this model. Move the target up to 10" directly away from this model. If this move is interrupted, the target and all models in base contact with it must pass a TN 14 **Df** duel or be dealt 2 damage. Falling does not end this movement.

◆ **"Oops, Too Hard"**: Friendly only. Kill the target.

Deal 1 damage to all models within (X)1" of the target and draw two cards.

■ **"Fuuuuture!"**: Target gains an **Insight** token.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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Careful Handling	8"	0	-	6	-
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Remove a Pyrotechnic marker within 2". Make a Pyrotechnic marker within range, then resolve its end of turn effects using a suit in this action's final duel total.

◆ **Watch and Learn**: Friendly models within (X)2" of the made marker gain an **Insight** token.