

7
COST

VERNON AND WELLES

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DF6
SP6
WP2
SZ*Unique, Living, Versatile*

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

You Take the Wheel: Once per turn. After this model resolves the **Walk** action, it may discard a card to declare the **Interact** action, ignoring engagement. This **Interact** action may target a marker with enemies in base contact with it.



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VERNON AND WELLES

Attack Actions Rg Skl Rst TN Dmg

View of the Endless	+10"	6	Wp	-	2
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Enemy models within 1" of the target gain a

Staggered token.

• **Touch of Madness:** Target discards a random card.

• **Draw Out Secrets:** Make a Scheme marker in base contact with the target.

• **Convulsions:** Move the target up to 3". Then the target must either discard a card or this model may move it up to 3".

Tactical Actions Rg Skl Rst TN Dmg

Onward	-	0	-	6	-
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This model may declare the **Walk** action.

• **Celestial Navigation:** Look at the top three cards of this model's fate deck. This model may reveal a from the revealed cards to move up to 3", then put the cards back in any order.

• **Rocket Man:** When resolving the generated action, instead of moving normally, this model may place itself anywhere within 5" of its current location.