



ENVY

8
COST

5
DF

6
SP

6
WP

3
SZ

Henchman, Unique, Living, Versatile • Crossroads

♣ **Armor:** *Once per activation.* This model may reduce damage dealt to it by 1.

Cumbersome: This model may not scale terrain.

"Why Do YOU Get That...": *Once per activation.* After an enemy model within 6" draws a card, this model may draw a card.

ENVY

Attack Actions

Rg Skl Rst TN Dmg

Dual Gatling Guns 12" 6 Df - 3

If the target does not have cover, this action receives a ♣.

♦ **Sound and Fury:** Models damaged by this action gain a **Craven** token.

♣ **Smoking Guns:** *Once per activation.* Declare this action again, targeting a different model.

📖 **Sweeping Strike:** A different model within 1" of the target is dealt the same damage -1.

What's Fair is Fair 2" 6 Wp - -

Target leader only. Once per game. Set this crew's soulstone pool equal to the target's soulstone pool.

Tactical Actions

Rg Skl Rst TN Dmg

♣ **Ominous Pipes** 6" 0 - 4 -

Once per activation. Make a Scheme marker within range. Enemies within (X)3" of the made marker must pass a TN 12 **Wp** duel or gain a **Craven** token. Then, if this action did not receive a raise, remove the made marker.