



COST

CAPTAIN ZIPP

CLOUDCHASER

6

DF

7

SP

5

WP

1

SZ

Master, Unique, Living • Infamous

Drop the
Pianos!

Earl Burns

Chatty: Enemy models within 6" must each discard a card to declare the **Interact** action.

Flight: This model ignores terrain and other models while moving.

Showboating: When this model ends its activation, if it cheated fate from its control hand during its activation, it may draw a card.

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CAPTAIN ZIPP

Cloudchaser

Attack Actions

Monologue //1" 6 **Wp** - 2
Move the target up to 3" and it gains an **Entranced** token.

🔮 **Dumbfounded:** Target gains a **Craven** token.

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

Zipp Zapper ⚡8" 6 **Df** - 3
Enemy models within (X)1" of the target are dealt 1 damage. Then, move models damaged by this action up to 2".

🔮 **Burst Damage:** When resolving, increase the (X) of this action by 1".

🦋 **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

⚡ **Full Speed Ahead** 8" 0 - 6 -
Ally only. Move the target 5", ignoring models and terrain. Then, the target gains a **Hastened** token.

💎 **Choice Insult:** An enemy within 6" of the target moves 6" directly toward the target.

🦋 **Caught in the Rigging:** Choose a marker within 2" of the target. Make a friendly copy of the chosen marker in base contact with the target.

📖 **Grand Display:** Make a Piano marker within 2" of the target.