



# CANDY

8  
COST

6  
DF

6  
SP

6  
WP

2  
SZ



Henchman, Living ♦ Woe

**"I Wouldn't Hurt a Fly...":** After resolving an attack action targeting this model, this model may drain a ♦ to be placed within 6".

**♦ Manipulative:** If this model has not yet activated this turn, enemy models may not cheat fate in opposed duels with this model.

# CANDY

## Attack Actions

Rg Skl Rst TN Dmg

### Self-Loathing

‡6" 6 Wp - X

Choose one of the target's actions. X is equal to the Dmg of the chosen action.

📖 **"They're After You...":** If the target has a **Paranoia** token, it gains a **Slow** token. Otherwise, it gains a **Paranoia** token.

### Baddie Basket

‡6" 6 Wp - 1

Move the target up to 2". For each raise this attack receives, move the target +2".

♦ **"What Did I Do...":** The target gains an **Aura (Negligent)** token.

📖 **Grab On:** Target gains a **Slow** token. End this model's activation.

🦋 **Perilous Ground:** Target gains an **Aura (Hazardous)** token.

## Tactical Actions

Rg Skl Rst TN Dmg

### Goodie Basket

6" 0 - 2 -

Once per activation. Ally only. The target heals 2. For each raise this action receives, the target heals an additional +1.

🌀 **Spicy:** Non-master only. The target declares an attack action.

🍯 **Sweets:** The target declares the **Prepare** action.

📖 **Cookies:** The target declares the **Interact** action.