



- 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.

CAPTAIN ZIPP

Cloudchaser

| Attack Actions | Rg | Skl | Rst | TN | Dmg |
|----------------|----|-----|-----|----|-----|
|----------------|----|-----|-----|----|-----|

| | | | | | |
|------------------|----|---|----|---|---|
| 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 | Rg | Skl | Rst | TN | Dmg |
|------------------|----|-----|-----|----|-----|
|------------------|----|-----|-----|----|-----|

| | | | | | |
|-------------------------|----|---|---|---|---|
| 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.