



CROOKED MAN

6
COST

5
DF

6
SP

5
WP

2
SZ



Minion (3), Undead • Tormented

Resilient: Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).

Shafted: Once per activation. After an enemy model within 8" of this model suffers damage from hazardous terrain, this model may have it gain a **Staggered** token.

Unimpeded: This model is unaffected by severe and hazardous terrain.

CROOKED MAN

Attack Actions

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

Miner's Tools

1" 5 Df - 2

The target may not drain ♦ during this action.

■ **Weigh Down:** Target must have a friendly upgrade attached. When resolving, this action deals +1 damage to the target.

₩ **Delay:** Target gains a **Slow** token.

Tremors

8" 5 Sp - 2

Deal 1 damage to enemy models within 1" of the target. Models damaged by this action gain a **Staggered** token.

Ⓟ **Shifting Sands:** Move models damaged by this action up to 2".

Tactical Actions

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

unchecked Greed

6" 0 - 7 -

Once per activation. Target a Scheme or Remains marker. Place this model in base contact with the target, then remove the target. Draw a card.