



8
COST

PHILIP AND THE NANNY

5
DF

6
SP

6
WP

2
SZ

Henchman, Unique, Undead • Forgotten



☞ **First to Speak:** If this model has already activated this turn, enemy attack actions that target this model cannot cheat their duel.

“**Is That Head Talking?!?**”: *Once per activation.* After an enemy model within 6" with an **Abandoned** token resolves a non-**Interact**, non-**Walk** action, this model may move it up to 2".

PHILIP AND THE NANNY

Attack Actions

Rg Skl Rst TN Dmg

Pram Ram //1" 6 **Df** - 2

If this action was generated by the **Charge** action, it receives a ♠. Target gains a **Slow** token.

♠ **Puncture:** When resolving, this attack receives one additional raise.

♣ **Like the Wind:** Move this model up to 5", ignoring enemy models.

Deadly Banter †8" 6 **Wp** - 2

This action receives an additional raise if the target has an **Abandoned** token. The target gains a **Craven** token. If this attack did not receive a raise, this model may not declare this action again this activation.

♦ **Pulled Into the Story:** Make a number of Scheme markers within 1" of the target up to the number of raises this attack received.

♠ **Foiled Plans:** Target must remove an enemy Scheme marker from anywhere in play. If it cannot, it is dealt 2 damage.

♣ **Misunderstood Monster:** Target must either discard a card or gain an **Abandoned** token.

Tactical Actions

Rg Skl Rst TN Dmg

♣ **Rambling Man** - 0 - 6 -

Move this model up to 5" in any direction, ignoring models. Enemy models moved through this way must pass a TN 13 **Wp** duel or gain a **Distracted** token.