



HANGED

8
COST

5
DF

6
SP

6
WP

2
SZ



Minion (2) • Tormented

Incorporeal: Reduce damage dealt to this model by 1. Damage from ♣ actions may not be reduced this way.

Forever Doomed: This model treats any black jokers it flips or cheats as red jokers.



1

2

3

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10

11

HANGED

Attack Actions

Rg	Skl	Rst	TN	Dmg
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Hangman's Noose

¶ 1"	7	Sp	-	3
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If the target has a friendly upgrade attached, this model receives +1 to its final duel total.

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

¶ **Reposition:** Move this model up to 3".

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

¶ **Snail's Pace:** Target gains a **Staggered** token.

Toss the Noose

‡ 10"	6	Df	-	2
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Target gains a **Slow** token. For each raise this action receives, move the target up to 2" toward this model.

¶ **Falter:** Target gains a **Staggered** token.

¶ **Mental Trauma:** Target must either discard a card or be dealt 3 damage.