



DROP THE PIANOS!

Captain Zipp, Cloudchaser



Friendly Infamous models gain the following abilities:

Airlift: After resolving an enemy attack action that targeted this model, this model may drain a **♦**. If it does so, move this model up to 4" and it gains a **Hastened** token.

Air Raid: During the first turn of the game, while more than 4" away from this model, enemy models cannot target it and ignore it when drawing LoS.

Friendly Infamous models gain the following action:

Tactical Action	Rg	Skl	Rst	TN	Dmg
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Bombs Away	6"	0	-	7	-
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Make a Piano marker within range.

✖ **"HOW?!":** Enemy models within (X)1" of the made marker must pass a TN 12 **Wp** duel or gain a **Craven** token.



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Markers

Piano: 40mm Ht 3, blocking, impassable. Enemy models within 1" must discard a card as a cost to declare the **Interact** action.

Tokens

Burning: During the end phase deal 1 damage to this model and enemy models in base contact with it. Then remove this token.

Craven: This model cannot declare the **Interact** action and is ignored for strategies and schemes. When this model ends its activation, remove this token.

Entranced: This model's actions that target a friendly model cannot be cheated. After this model resolves an action targeting a friendly model, remove this token.

Hastened: This model receives +2 **Sp**. When this model ends its activation, remove this token. Canceled by **Staggered**.