



COST

WHITE RABBIT CO.

6

DF

6

SP

5

WP

2

SZ



Totem, Unique, Living • Redchapel

**Chatty:** Enemy models within 6" must each discard a card to declare the **Interact** action.

**Dashing Fit:** When a unique enemy model within 4" activates, this model may drain a ♦ to make a Scheme marker in base contact with it.

**Marvelous Wares:** When this model ends its activation, enemies within (X) 4" gain an **Entranced** token.



1

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# WHITE RABBIT CO.

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
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<b>Stitch Up</b>	1"	5	Df	-	1
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Target gains a **Slow** token.

✦ **Execute:** The target may either discard a card or drain a ♦. If it does neither, it is killed.

✦ <b>Bespoke Headwear</b>	6"	5	Wp	11	-
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*This action may target allies. Move the target up to 3". For each raise this action receives, move the target +2".*

🔍 **Stetson:** Remove a Scheme marker within 3" of the target.

🐉 **Fedora:** An enemy model within 3" of the target gains an **Entranced** token.

📖 **Fez:** Make a Scheme marker within 3" of the target.

✦ **Stovepipe:** A friendly Seamus may move 3" toward the target.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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♦ <b>Resupply</b>	-	-	-	-	-
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*Once per turn. Draw up to two cards from this model's discard pile with values of 1-5.*