



DEAD DANDY

6
COST

5
DF

6
SP

5
WP

2
SZ



Minion (3), Undead, Zombie • Redchapel

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

Social Faux Pas: *Once per activation.* When an enemy model within 4" gains an **Entranced** token, this model may move up to 4".

DEAD DANDY

Attack Actions

Rg Skl Rst TN Dmg

Treacherous Strike * 6 Wp - 1

When this action is declared, choose if it has range //1" or ✦6". If there are no different enemy models within 2" of the target, this attack deals +2 damage.

✦ **Confusing Feelings:** Target gains an **Entranced** token.

✦ **Mutilate:** When resolving, if the target has a **Slow** token, deal +1 damage. Otherwise, it gains a **Slow** token.

✦ **Firm Disinvitation:** After resolving, move the target up to 3".

Tactical Actions

Rg Skl Rst TN Dmg

✦ **Proper Murder Mystery** 6" 0 - 7 -

Once per activation. Target a Scheme or Remains marker. Make either a Scheme or Remains marker in base contact with the target. Then, remove the target.

✦ **The Fog Rises:** This model gains an **Aura (Concealment)** token.

✦ **"Oh, It Was You Again...":** Another friendly model in LoS may declare an action targeting the made marker.