

8
COST

PHILIP AND THE NANNY

5
DF6
SP6
WP2
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".



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PHILIP AND THE NANNY

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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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
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♦ **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.