



WRATH

8
COST6
DF6
SP4
WP2
SZ

On Tour

Henchman, Unique, Living, Versatile • Crossroads

Jam Session: This model may be chosen as a leader in any faction. If it is, it gains the master characteristic and this crew must be comprised of exactly all seven Crossroads models and a soulstone pool of 6.

Mosh Pit: When an enemy model activates within 6", this model may drain a ♦. If it does, the enemy must drain a ♦, discard a card or declare the **Charge** action controlled by this model, ignoring engagement.



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WRATH

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Burst Eardrum $\mathbb{W}3"$ 6 Df - 2

This attack has a raise value of 3. The target gains a Craven token.

❖ **Siphon Life:** When resolving, this action deals +1 damage and this model heals 1.

❖ **Encore:** Once per activation. Declare this action again, targeting the same model.

Rush the Stage $\mathbb{W}12"$ 6 Wp - -

Once per activation. Target moves its Sp toward this model. Then, the target must declare a \mathbb{W} action targeting this model, if able. Then, this model declares a \mathbb{W} action against the target, if able.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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Antagonize the Crowd $(\mathbb{X})3"$ 0 - 6 -

Once per activation. This model heals 2 for each non-peon enemy within range.

❖ **Crowd Surfing:** Place this model into base contact with an enemy within range. Draw a card.