



- 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.

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Attack Actions

	Rg	Skl	Rst	TN	Dmg
Stitch Up	¶ 1"	5	Df	-	1

Target gains a **Slow** token.

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

† Bespoke Headwear	‡ 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
♦ Resupply	-	-	-	-	-

Once per turn. Draw up to two cards from this model's discard pile with values of 1-5.