



7
COST

HARRISON FRODSHAM

5
DF

5
SP

5
WP

2
SZ



Henchman, Unique, Living, Versatile • Watchmen

First to Speak: If this model has already activated this turn, enemy attack actions that target this model cannot cheat their duel.

Time Moves Slowly: When this model activates, it may remove a **Slow** token from a friendly model within 8".

HARRISON FRODSHAM

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Spycraft	† 8"	6	Wp	-	2

If this attack receives a raise, the target gains a **Slow** token.

♦ **The Clock Strikes Midnight:** Choose another ally. Declare this action again, drawing range and LoS from the chosen model.

☞ **Critical Strike:** When resolving, this action deals +1 damage to the target.

📖 **Draw Out Secrets:** Make a Scheme marker in base contact with the target.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
Let's Fix That For You	8"	0	-	6	-

Friendly only. Target heals 2.

☞ **Extra Supplies:** When resolving, the target heals an additional 1.

Expanding Influence	6"	0	-	4	-
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Ally or friendly minion only. Move the target up to 4" toward a friendly model in its LoS.