



YANNIC WALLER

7
COST

5
DF

6
SP

5
WP

2
SZ



Unique, Living, Loyal • Syndicate

☛ **Hard to Kill:** When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

Ingenuity: *Once per activation.* After an ally within 6" empowers a duel, it may remove a friendly Scheme marker within 2" of itself. If it does so, it may draw the card used to empower.

YANNIC WALLER

Attack Actions

Rg Skl Rst TN Dmg


Shove

∥ 1" 7  Df - -

Move the target up to 4". For each raise this action receives, move the target an additional +1".

- ♦ **Disperse the Crowd:** An ally within 2" moves up to 4" and gains an **Aura (Hazardous)** token.

Solberg Shotgun

 12" 6 Df - 2

Deal 1 damage to enemy models within (X)1" of the target.

- ⚔ **Coordinated Attack:** Another friendly model may declare a ∥ action targeting the same model.

📖 **Glory of Ridley:** Draw a card of value 1-3 from your discard pile.

- 🦋 **Daze:** Target gains a **Stunned** token and this model may move it up to 3".

Tactical Actions

Rg Skl Rst TN Dmg

Democratic Election

6" 0 - 3 -

Once per activation. Choose any number of models within range to heal 1. Then, deal 1 damage to the same number of models within range.

- ⚔ **Reposition:** Move this model up to 3".

Expanding Influence

6" 0 - 7 -

Ally or friendly minion only. Move the target up to 4" toward a friendly model in its LoS.