



HANGED

8
COST

5
DF

6
SP

6
WP

2
SZ



Minion (2) ♦ Tormented

♣ **Incorporeal:** Reduce damage dealt to this model by 1. Damage from ♣ actions may not be reduced this way.

Forever Doomed: This model treats any black jokers as red jokers.

HANGED

Attack Actions

Rg Skl Rst TN Dmg

Hangman's Noose //1" 7 Sp - 3

If the target has a friendly upgrade attached, this model receives +📖 to its final duel total.

🌀 **Foiled Plans:** Target must remove an enemy Scheme marker from anywhere in play. If it cannot, it is dealt 2 damage.

🦋 **Reposition:** Move this model up to 3".

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

📖 **Snail's Pace:** Target gains a **Staggered** token.

⚡ **Toss the Noose** ⚡10" 6 Df - 2

Target gains a **Slow** token. For each raise this action receives, move the target up to 2" toward this model.

🌀 **Falter:** Target gains a **Staggered** token.

🦋 **Mental Trauma:** Target must either discard a card or be dealt 3 damage.