



ENVY

8
COST

5
DF

6
SP

6
WP

3
SZ

Henchman, Unique, Living, Versatile • Crossroads



Armor: Once per activation. This model may reduce damage dealt to it by 1.

Cumbersome: This model may not scale terrain.

"Why Do YOU Get That...": Once per activation. After an enemy model within 6" draws a card, this model may draw a card.



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Attack Actions Rg Skl Rst TN Dmg

Dual Gatling Guns	12"	6	Df	-	3
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If the target does not have cover, this action receives a **+**.

- ◆ **Sound and Fury:** Models damaged by this action gain a **Craven** token.
- ❖ **Smoking Guns:** Once per activation. Declare this action again, targeting a different model.
- **Sweeping Strike:** A different model within 1" of the target is dealt the same damage -1.

What's Fair is Fair	2"	6	Wp	-	-
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Target leader only. Once per game. Set this crew's soulstone pool equal to the target's soulstone pool.

Tactical Actions Rg Skl Rst TN Dmg

Ominous Pipes	6"	0	-	4	-
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Once per activation. Make a Scheme marker within range. Enemies within (X)3" of the made marker must pass a TN 12 Wp duel or gain a **Craven** token. Then, if this action did not receive a raise, remove the made marker.