SEAMUS

THE LAST BREATH

COST: -

5 DF

7 SP

6 WP

2 SZ

Master, Unique, Living ◆ Redchapel

Madness and Malice

Copycat Killer

Demise ("Did... Did We Get Him?"): *Once per turn.* When this model is killed, it may drain a ♦ and place in base contact with a model with an **Aura (Concealment)** token. If it does, this model heals 10.

Ruthless: This model ignores the ♉ abilities of other models.

♉ Terrifying: Enemy attack actions that target this model suffer a ⊟ to their duel.

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The Last Breath

Attack Actions	Rg	Skl	Rst	TN	Dmg
Alone in the Dark	⚔1"	6	**Df**	-	3

If this model is in concealing terrain, this attack receives a ⚑. If there are no different enemy models within 2" of the target, this attack's raise value becomes 3.

- ⬥ *Lovely Surprise:* After killing, summon a Dead Doxy with 3 health in base contact with this model.
- ☙ *Shove Aside: Once per activation.* Move the target 4". Then, this model moves up to 4" and may declare a ⚔ action targeting a different model.
- ❧ *Execute:* The target may either discard a card or drain a ⬥. If it does neither, it is killed.

True Terror	✦12"	6	**Wp**	-	-

Target gains an **Aura (Concealment)** token. If this attack receives a raise, deal 1 damage to the target and enemy models within (X)2" of it.

- ☙ *On Your Heels:* Place this model into base contact with the target.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
⚑ **Secret Passage**	12"	0	-	7	-

This action may only be declared if this model is within 1" of blocking terrain. Place this model anywhere within range within 1" of blocking terrain.

- ⚑ *Sudden Strike:* This model may declare a ⚔ action.
- ☙ *The Fog Rises:* This model gains an **Aura (Concealment)** token.

30 mm