



IGGY

- COST

5  
DF6  
SP6  
WP2  
SZ*Totem, Unique, Living • Woe*

**Manipulative:** If this model has not yet activated this turn, enemy models may not cheat fate in opposed duels with this model.

<b>Attack Actions</b>	<b>Rg</b>	<b>Skl</b>	<b>Rst</b>	<b>TN</b>	<b>Dmg</b>
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<b>Giggling Flames</b>	6"	5	Df	-	1
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Target gains a **Burning** token.

- **"They're After You..."**: If the target has a **Paranoia** token, it gains a **Slow** token. Otherwise, it gains a **Paranoia** token.

<b>I Saw What You Did</b>	4"	7	Wp	-	-
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Target gains a **Paranoia** token.

<b>Tactical Actions</b>	<b>Rg</b>	<b>Skl</b>	<b>Rst</b>	<b>TN</b>	<b>Dmg</b>
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<b>Little Arsonist</b>	6"	0	-	7	-
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Make a Scheme marker within range. Enemy models within (1)2" of the made marker must pass a TN 12 **Sp** duel or be dealt 1 damage and gain a **Burning** token. Then, if this action did not receive a raise, remove the made marker.

- **"I Meant to Do That!"**: After failing, the next action this model declares this activation receives +2 **Skl**.

<b>Resupply</b>	-	-	-	-	-
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*Once per turn.* Draw up to two cards from this model's discard pile with values of 1-5.