



- COST

# CAPTAIN ZIPP

## DREAD PIRATE

6  
DF5  
SP5  
WP1  
SZ*Master, Unique, Living • Infamous*

Cheese It!

Mancha Roja

**¶ "Fine! Have it Back!"**: When this model is dealt damage, it may remove a Loot upgrade to reduce the damage by 2 (to a minimum of 0).

**Flight**: This model ignores terrain and other models while moving.

**Swing From the Rigging**: At the start and end of this model's activation, it may move up to 3".

# CAPTAIN ZIPP

Dread Pirate

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Cutthroat Cutlass</b>	¶ 1"	6	Df	-	3
¶ <b>Taunt:</b> Target gains a <b>Challenged</b> token.					
<b>"Fire the Cannons!"</b>	¶ 4"	6	Df	-	4

Once per activation. This action may draw range and LoS from any allied model.

■ **Scatter:** Allies within (¶) 4" of the target may move up to 3".

† "Your Money or Your Life... or Maybe Your Hat."	† 8"	7	Wp	-	-
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The target chooses a Loot upgrade and this model attaches the chosen upgrade.

♦ **"Your Life it Is!"**: After failing, this model declares the **Fire the Cannons** action against the target, ignoring range and once per activation.

¶ **Shrug Off:** Remove one token from this model.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
<b>For Gold and Glory</b>	6"	0	-	8	-

Another ally only. The target moves up to its **Sp** toward an enemy marker. If it ends the move in base contact with the marker, remove it to draw a card from your discard pile with a value of 1-5.

¶ **Cut Them Down:** The target may declare a ¶ action.