CROOKED MAN

6 COST

5 DF

6 SP

5 WP

2 SZ

Minion (3), Undead ◆ Tormented

🛡 **Resilient:** Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).

Shafted: *Once per activation.* After an enemy model within 8" of this model suffers damage from hazardous terrain, this model may have it gain a **Staggered** token.

Unimpeded: This model is unaffected by severe and hazardous terrain.

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CROOKED MAN

Attack Actions		Rg	Skl	Rst	TN	Dmg
Miner's Tools		1"	5	**Df**	-	2

The target may not drain ♦ during this action.

- 📖 ***Weigh Down:*** *Target must have a friendly upgrade attached.* When resolving, this action deals +1 damage to the target.
- ☘ ***Delay:*** Target gains a **Slow** token.

Tremors		8"	5	**Sp**	-	2

Deal 1 damage to enemy models within (Y)1" of the target. Models damaged by this action gain a **Staggered** token.

- 🌀 ***Shifting Sands:*** Move models damaged by this action up to 2".

Tactical Actions		Rg	Skl	Rst	TN	Dmg
Unchecked Greed		6"	0	-	-	7

Once per activation. Target a Scheme or Remains marker. Place this model in base contact with the target, then remove the target. Draw a card.