



8  
COST

# AUNTY MEL

6  
DF

5  
SP

6  
WP

1  
SZ

Henchman, Unique, Living • Angler

☛ **Hard to Kill:** When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

**Thar She Blows!:** After deployment, attach a White Whale upgrade to an enemy non-leader model with a cost of 7 or more.

# AUNTY MEL

## Attack Actions

Rg Skl Rst TN Dmg

### Ol' Thunder

\* 6 Df - 3

When this action is declared, choose if it has a range of //1" or ⚡10". If this model is within 1" of a Tide marker, this action receives a 🍀.

🔪 **Critical Strike:** When resolving, this action deals +1 damage to the target.

📖 **Gut Feeling:** Once per activation. Choose a suit. Target may discard a card of the chosen suit. If it does not, declare this action again.

🦋 **"Whadya Say About My Pappy?!":** Non-leader only. If there are no enemies in play with an attached White Whale upgrade, attach a White Whale upgrade to the target.

## Tactical Actions

Rg Skl Rst TN Dmg

### ⚡ Inclement Weather

10" 0 - 6 -

Make a Tide marker within range.

💎 **Typhoon:** Once per activation. Enemy models within (X)2" of the made marker move 2" directly away from it.

📖 **Troll the Surface:** Look at the top three cards of the opponent's fate deck and put them back in any order.

### ⚡ Life Raft

(X)3" 0 - 6 -

This model and allies within range gain a **Drift** token.