



CHEESE IT!

Captain Zipp, Dread Pirate



Friendly Infamous models gain the following abilities:

"Aim for My Smoke!": After this model resolves the **Charge** action, it may make a Piano marker within 1".

Daring Escape: During the fourth turn of the game, while more than 4" away from this model, enemy models cannot target it and ignore it when drawing LoS.

Friendly unique Infamous models gain the following ability:

Walk the Plank: After resolving an enemy attack action that targeted this model, this model may drain a ♦. If it does so, move the attacker up to 4". Then, this model gains a **Hastened** token.



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Markers

Piano: 40mm Ht 3, blocking, impassable. Enemy models within 1" must discard a card as a cost to declare the **Interact** action.

Tokens

Burning: During the end phase deal 1 damage to this model and enemy models in base contact with it. Then remove this token.

Challenged: This model must discard a card to target any model other than the one that applied this token. During the end phase, remove this token.

Entranced: This model's actions that target a friendly model cannot be cheated. After this model resolves an action targeting a friendly model, remove this token.

Hastened: This model receives +2 **Sp**. When this model ends its activation, remove this token. Canceled by **Staggered**.