THE CARVER

10 COST

5 DF

6 SP

6 WP

3 SZ

Unique ◆ Woe

Feed On Paranoia: *Once per turn.* After an enemy model within 6" makes a Scheme marker, this model heals 2.

Ruthless: This model ignores the Ʊ abilities of other models.

Ʊ Terrifying: Enemy attack actions that target this model suffer a ⊟ to their duel.

◆ 1 2 3 4 5 6 7 8 9 10 11 12 13

THE CARVER

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Rusty Shears	⚔1"	6⚅	**Df**	-	3

If this attack receives a raise, this model gains an **Aura (Negligent)** token.

- ❦ *Shove Aside: Once per activation.* Move the target 4". Then, this model moves up to 4" and may declare a ⚔ action targeting a different model.

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

	Rg	Skl	Rst	TN	Dmg
Glimpse of Insanity	✦10"	6	**Wp**	-	-

Target gains a **Paranoia** token. For each raise this attack receives, move the target up to 2".

- ❦ *On Your Heels:* Place this model into base contact with the target.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
⚑ **Smashing Pumpkins**	6"	0	-	6	-

Once per activation. Make a Remains marker within range. Enemy models within (Ϋ)3" of the made marker must pass a TN 12 **Wp** duel or be dealt 2 damage and gain a **Paranoia** token.

- ◆ *"Found You!":* Place this model into base contact with an enemy that was within range of the (Ϋ) and that this model does not have LoS to. Then, this model may declare a ⚔ action.

50 mm