

7  
COST

## HARRISON FRODSHAM

5  
DF5  
SP5  
WP2  
SZ

Henchman, Unique, Living, Versatile • Watchmen



**First to Speak:** If this model has already activated this turn, enemy attack actions that target this model cannot cheat their duel.

**Time Moves Slowly:** When this model activates, it may remove a **Slow** token from a friendly model within 8".

# HARRISON FRODSHAM

Attack Actions	Rg	Skl	Rst	TN	Dmg
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<b>Spycraft</b>	† 8"	6	Wp	-	2
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If this attack receives a raise, the target gains a **Slow** token.

- ◆ **The Clock Strikes Midnight:** Choose another ally. Declare this action again, drawing range and LoS from the chosen model.
- ❖ **Critical Strike:** When resolving, this action deals +1 damage to the target.
- ✉ **Draw Out Secrets:** Make a Scheme marker in base contact with the target.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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<b>Let's Fix That For You</b>	8"	0	-	6	-
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*Friendly only.* Target heals 2.

- ❖ **Extra Supplies:** When resolving, the target heals an additional 1.

<b>Expanding Influence</b>	6"	0	-	4	-
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*Ally or friendly minion only.* Move the target up to 4" toward a friendly model in its LoS.