



# CANDY

8  
COST6  
DF6  
SP6  
WP2  
SZ*Henchman, Living • Woe*

**"I Wouldn't Hurt a Fly..."**: After resolving an attack action targeting this model, this model may drain a ♦ to be placed within 6".

**Manipulative**: If this model has not yet activated this turn, enemy models may not cheat fate in opposed duels with this model.



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## Attack Actions      Rg Skl Rst TN Dmg

<b>Self-Loathing</b>	+6"	6	Wp	-	X
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*Choose one of the target's actions. X is equal to the Dmg of the chosen action.*

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

<b>Baddie Basket</b>	+6"	6	Wp	-	1
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Move the target up to 2". For each raise this attack receives, move the target +2".

- ♦ **"What Did I Do..."**: The target gains an **Aura (Negligent)** token.
- **Grab On**: Target gains a **Slow** token. End this model's activation.
- ❖ **Perilous Ground**: Target gains an **Aura (Hazardous)** token.

## Tactical Actions      Rg Skl Rst TN Dmg

<b>Goodie Basket</b>	6"	0	-	2	-
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*Once per activation. Ally only.* The target heals 2. For each raise this action receives, the target heals an additional +1.

- ❖ **Spicy**: *Non-master only.* The target declares an attack action.
- ❖ **Sweets**: The target declares the **Prepare** action.
- **Cookies**: The target declares the **Interact** action.