



# DEAD DANDY

6  
COST

5  
DF

6  
SP

5  
WP

2  
SZ



Minion (3), Undead, Zombie • Redchapel

• **Resilient:** Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).

**Social Faux Pas:** Once per activation. When an enemy model within 4" gains an **Entranced** token, this model may move up to 4".

# DEAD DANDY

## Attack Actions

Rg	Skl	Rst	TN	Dmg
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### Treacherous Strike

*	6	Wp	-	1
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When this action is declared, choose if it has range  $\dagger 1"$  or  $\dagger 6"$ . If there are no different enemy models within 2" of the target, this attack deals +2 damage.

• **Confusing Feelings:** Target gains an **Entranced** token.

• **Mutilate:** When resolving, if the target has a **Slow** token, deal +1 damage. Otherwise, it gains a **Slow** token.

• **Firm Disinvitation:** After resolving, move the target up to 3".

## Tactical Actions

Rg	Skl	Rst	TN	Dmg
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### Proper Murder Mystery

6"	0	-	7	-
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Once per activation. Target a Scheme or Remains marker. Make either a Scheme or Remains marker in base contact with the target. Then, remove the target.

• **The Fog Rises:** This model gains an **Aura (Concealment)** token.

• **"Oh, It Was You Again...":** Another friendly model in LoS may declare an action targeting the made marker.