



6
COST

CROOKED MAN

5
DF

6
SP

5
WP

2
SZ

Minion (3), Undead ♦ Tormented

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

Shafted: *Once per activation.* After an enemy model within 8" of this model suffers damage from hazardous terrain, this model may have it gain a **Staggered** token.

Unimpeded: This model is unaffected by severe and hazardous terrain.



CROOKED MAN

Attack Actions

Rg Skl Rst TN Dmg

Miner's Tools

//1" 5 Df - 2

The target may not drain ♦ during this action.

📖 **Weigh Down:** Target must have a friendly upgrade attached. When resolving, this action deals +1 damage to the target.

🦋 **Delay:** Target gains a **Slow** token.

Tremors

✦8" 5 Sp - 2

Deal 1 damage to enemy models within (X)1" of the target. Models damaged by this action gain a **Staggered** token.

🌀 **Shifting Sands:** Move models damaged by this action up to 2".

Tactical Actions

Rg Skl Rst TN Dmg

↓ Unchecked Greed

6" 0 - 7 -

Once per activation. Target a Scheme or Remains marker. Place this model in base contact with the target, then remove the target. Draw a card.