

 7
COST

KEEPSIDE STRANGERS

6
DF6
SP5
WP2
SZ

Unique, Living, Loyal • Forgotten, Redchapel



Followers: After this model ends its activation, a friendly leader may activate if it has not yet activated this turn.

Skeleton in the Closet: When this model activates, it may make a Remains marker within 6". Enemy models within (x)1" of the made marker gain an Entranced token.

KEEPSIDE STRANGERS

Attack Actions	Rg	Skl	Rst	TN	Dmg
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Shadowy Numbers	≤ 1"	6	Wp	-	2
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If this model has half its maximum health or more, this attack has a raise value of 3. This action deals +1 damage if it is not this model's activation.

¶ **Critical Strike:** When resolving, this action deals +1 damage to the target.

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

Handful of Snakes	≤ 12"	6	Df	-	2
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Deal 1 damage to enemy models within ≤ 2" of the target.

₩ **Mass Hysteria:** Move models damaged by this action up to 3".

■ **Overwhelmed:** Target gains an **Entranced** token.

Take by the Hand	≤ 6"	6	Df	12	-
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This action may target friendly models. Move the target 3". Then move this model up to 3" toward the target.

■ **Cruelty of Strangers:** Remove a friendly token from the target. Deal 2 damage to the target. If this kills the target, infuse a ♦.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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Hear the Whispers	≤ 2"	-	-	-	-
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*Once per turn. Draw a card for each enemy within range with an **Entranced** token (maximum 2).*