



# BABY KADE

9  
COST

6  
DF

6  
SP

5  
WP

2  
SZ



Unique, Living ♦ Woe

**Feed On Paranoia:** *Once per turn.* After an enemy model within 6" makes a Scheme marker, this model heals 2.

**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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# BABY KADE

## Attack Actions

Rg Skl Rst TN Dmg

### Giant Knife

⌘ 1" 6 Df - 2

*This attack has a raise value of 3.*

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

🦋 **Frantic Attack:** This model deals 1 irreducible damage to itself. Declare this action again.

🦋 **Convulsions:** Move the target up to 3". Then the target must either discard a card or this model may move it up to 3".

### Lure

⚡ 12" 6 Wp 12 -

*This action may target friendly models. Move the target its **Sp** toward this model.*

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

## Tactical Actions

Rg Skl Rst TN Dmg

### 📉 Stalk

- 0 - 6 -

*Once per activation. Move this model up to its **Sp** toward an enemy model in its LoS.*

💎 **"You're Not Teddy":** This model may declare a ⌘ action targeting a non-Teddy model that receives +1 **Dmg**.