



SOPHIE

-
COST

5
DF

6
SP

5
WP

3
SZ



Totem, Unique, Undead • Seeker

Last Caravan: When a friendly Jedza is killed, this model may drain a ♦ to place it into base contact with this model. If it does so, the placed model heals 4 and gains a **Life** token. Then, kill this model without infusing a ♦.

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



SOPHIE

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Unhurried Strength	1"	6	Df	-	1
<i>If this model is within 2" of a friendly Lamp marker, this action receives a ♣.</i>					
📖 Healing Burst: Models within (X)2" of the target heal 2.					
🐉 Gentle Giant: Models within (X)2" of this model must pass a TN 13 Wp duel or be moved up to 2".					

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
♣ Plenty of Wares	6"	0	-	6	-
<i>Once per activation. Other friendly only. Target heals 2.</i>					
🔔 Bell of the Vagrant: A friendly Jedza model gains a Life token.					
📖 Camp by Candlelight: Make a Lamp marker within range.					
♦ Tap the Leyline	-	-	-	-	-
<i>Once per turn. Draw two cards and then discard one card.</i>					
Move Along	6"	0	-	5	-
<i>Ally only. Move the target up to its Sp.</i>					