



9

COST

BABY KADE

6
DF6
SP5
WP2
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
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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	-
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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	-
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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.