

8
COST

AUNTY MEL

6
DF5
SP6
WP1
SZ*Henchman, Unique, Living • Angler*

🛡 **Hard to Kill:** When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

Thar She Blows!: After deployment, attach a White Whale upgrade to an enemy non-leader model with a cost of 7 or more.



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AUNTY MEL

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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OI' Thunder * 6 Df - 3

When this action is declared, choose if it has a range of $\text{W}1"$ or $\text{R}10"$. If this model is within 1" of a Tide marker, this action receives a +.

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

✉ **Gut Feeling:** Once per activation. Choose a suit.

Target may discard a card of the chosen suit.
If it does not, declare this action again.

❖ **"Whadya Say About My Pappy?!"**: Non-leader only. If there are no enemies in play with an attached White Whale upgrade, attach a White Whale upgrade to the target.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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† Inclement Weather 10" 0 - 6 -

Make a Tide marker within range.

❖ **Typhoon:** Once per activation. Enemy models within $(\text{W}2"$ of the made marker move 2" directly away from it.

✉ **Troll the Surface:** Look at the top three cards of the opponent's fate deck and put them back in any order.

† Life Raft $(\text{W}3"$ 0 - 6 -

This model and allies within range gain a **Drift** token.