



7
COST

VERNON AND WELLES

5
DF

6
SP

6
WP

2
SZ



Unique, Living, Versatile

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

You Take the Wheel: *Once per turn.* After this model resolves the **Walk** action, it may discard a card to declare the **Interact** action, ignoring engagement. This **Interact** action may target a marker with enemies in base contact with it.



VERNON AND WELLES



Attack Actions

Rg Skl Rst TN Dmg

View of the Endless †10" 6 Wp - 2

Enemy models within 1" of the target gain a

Staggered token.

☛ **Touch of Madness:** Target discards a random card.

📖 **Draw Out Secrets:** Make a Scheme marker in base contact with the target.

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

Tactical Actions

Rg Skl Rst TN Dmg

⚡ **Onward** - 0 - 6 -

This model may declare the **Walk** action.

♦ **Celestial Navigation:** Look at the top three cards of this model's fate deck. This model may reveal a 📖 from the revealed cards to move up to 3", then put the cards back in any order.

☛ **Rocket Man:** When resolving the generated action, instead of moving normally, this model may place itself anywhere within 5" of its current location.

