



9
COST

ANNA LOVELACE

6
DF

6
SP

5
WP

2
SZ



Henchman, Unique, Construct, Living • Transmortis

☞ **Armor:** *Once per activation.* This model may reduce damage dealt to it by 1.

Career Counselor: *Once per activation.* When an ally within 6" resolves the **Prepare** action, it may gain two tokens instead of one.

Reverse Gravity: *Once per activation.* After another model places within 6", this model may drain a ♦ to place it anywhere within 6" of this model.



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12

ANNA LOVELACE


Attack Actions



Rg Skl Rst TN Dmg

Dissectors

//1" 6   Df - 3

If this model and the target have any matching suits in their final duel totals, increase this model's final duel total by 1.


 **Siphon Life:** When resolving, this action deals +1 damage and this model heals 1.


 **Siphon Essence:** After killing, infuse a .

Cruel Experiment

‡12" 6 Wp - 3

An ally with LoS to the target may move up to 3" toward it.

 **"Knowledge is Power!":** Choose a suit. When resolving, discard the top three cards of your fate deck. This action deals +1 damage for every card of the chosen suit discarded.

 **Catch a Glimpse:** Look at the top two cards of your fate deck, then place them back in the same order.

Tactical Actions

Rg Skl Rst TN Dmg

Grade Assignment

6" - - - -

Target an ally of lower cost. This action cannot target the same model more than once per activation. Target declares an attack action. If the generated action deals 3 or more damage, the target heals 2.