



7  
COST

DR. MEREDITH STANLEY

5  
DF

5  
SP

5  
WP

2  
SZ



Henchman, Unique, Living • Cadmus

**Breakthrough Research:** After an allied peon within 6" is killed, infuse a ♦.

**Protected (Cadmus):** After an enemy model targets this model, this model may discard a card. If it does so, a friendly Cadmus model within 2" suffers any effects generated by that action.

# DR. MEREDITH STANLEY

## Attack Actions

Rg Skl Rst TN Dmg

### Alchemical Blast

✚ 8" 6 Df - 2

If the target has a **Poison** token, this model adds a suit of its choice to its duel total. Deal 1 damage to enemy models within (X)1" of the target.

🌀 **Playthings:** After killing the target, summon an Eyes and Ears in base contact with the target.

📖 **Carrier:** Models damaged by this action gain a **Parasite** token.

🦋 **Wide Vector:** When resolving, increase the range of any generated (X) effects by +1."

## Tactical Actions

Rg Skl Rst TN Dmg

### 📄 Doctor's Orders

6" - - - -

Discard a card. Friendly only. Move the target up to 6".

### 🦠 A Fungus Among Us

8" 0 - 8 -

Once per turn. Friendly Eyes and Ears only. Replace the target with a Cadmus minion. Then, the new model heals 4 and gains a **Summon** token.

### 💎 Healing Energy

8" 0 - 4 -

Target heals 2. For each raise this action receives, the target heals an additional +2.

🦋 **Keep Your Distance:** Move enemy models within (X)1" of the target 2" away from the target.