



COLLODI

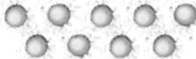
◀ *Master, Construct*
PUPPET

CACHE

3

DF WP WD WK CG HT

5 ♣ 6 9 5 - 2



FINAL, OFFICIAL

Decoy: When this model would suffer damage, it may kill a friendly model with the **Personal Puppet** Condition within 6" to reduce the damage to 0.

Accomplice: After this model ends its Activation a friendly model within 6" may Activate immediately as a Chain Activation.

Puppet Friends: Crews containing this model may hire Puppet models regardless of this Crew's declared Faction. This model may move through, but not stop on, friendly Puppet models during moves and pushes.

Df (♣) Run Away Home: After resolving, push this model up to 3" in any direction.

ATTACK ACTIONS

(1) Pull the Strings (Ca 7☞ / Rst: Wp / Rg: 10): Target suffers 2/3/4 damage. This damage flip gains ☞.

☞ **Twist Threads:** After damaging, the target gains the **Slow** Condition.

☞X **My Bidding:** After damaging target non-Leader, the target immediately performs a (1) Action chosen and controlled by this model's controller. This Action may not declare Triggers.

☞☞ **Idle Hands:** After damaging target non-Leader, it gains this Condition until the end of its next Activation: "**A New Thread:** When this model Activates, the opposing player immediately performs a (1) Action with this model. This counts as spending one of this model's AP for the Activation."

TACTICAL ACTIONS

(1) My Will: Target other friendly Minion, Peon, or Puppet within 6" immediately takes a (1) Action. The target gains ☞ to any duels during the Action.

(1) Extra Thread (Ca 7☞ / TN: 16☞☞ / Rg: 6): Summon a Marionette or Wicked Doll in base contact with target Scrap Marker and then discard the Marker.

(0) Puppet Master: Target friendly Minion model within 6" gains the following Condition until this model takes this Action again: "**Personal Puppet:** When this Crew's Leader suffers damage from an enemy model, this model may suffer 1 damage to take a (1) Action without spending any AP after the current Action is resolved."