



07/29/13

JACK DAW

Master, Undead,
TORMENTED, SPIRIT

CACHE

5

DF	WP	WD	WK	CG	HT
4	7	1	5	8	2

Oldest Magic: This model ignores, and is ignored by, other models and terrain during any movement or push. Reduce all damage this model suffers to 0 unless the damage was the result of an Attack Action which benefitted from the **Focus** Condition.


Undying: When this model is killed it may discard one soulstone or card. If it does, it is not killed and heals all damage.


Terrifying (Living) 13: Enemy Living models must pass a TN 13 Horror Duel if they end a Walk action within this model's engagement range or target this model with an action.

Infiltration (Tormented): Crews led by this model may hire up to 4 models with the Tormented Characteristic that are not the Crew's declared faction.

ATTACK ACTIONS

(1) Suppressed Memories (Ca 7X / Rst: Wp / Rg 12 or 2) Target suffers 1/1/2 damage.

X  **Repression:** After damaging, the target must discard 2 cards.

X  **Heart Stopper:** After damaging, immediately kill the target unless it discards two Control Cards or two Soulstones.

(1) Whispers from Beyond (Ca 7X / TN 13X / Rst: Wp / Rg 10) Target model suffers damage equal to half of its remaining Wounds (rounded up) and gains the following Condition for the rest of the game: **"Glimpse the Inevitable:** This model may not be healed."

(0) Driven by Injustice: (Ca 7X / TN 13X / Rst: Wp / Rg 16) Each Tormented model in play is pushed 4" directly towards the target model.

(0) Torment (Ca 6X / Rst: Wp / Rg 8) Unattach one of this model's Upgrades and attach it to the target model, ignoring all restrictions.