



CROOKSKIN

6
COST

5
DF

6
SP

5
WP

2
SZ

Minion (2), Living ♦ Elite, Savage

☛ **Camouflaged:** While this model is within 1" of blocking terrain, it has cover.

Unruly: After a // action is resolved against this model, this model may discard a card to either deal 1 damage to the attacking model or move 1".

CROOKSKIN

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Agony	//1"	6	Sp	-	2

☞ **Critical Strike:** When resolving, this action deals +1 damage to the target.

☛ **Pick the Bones:** After killing, this model may declare the **Interact** action after resolving the current action.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
⚡ Hasty Imitation	-	0	-	4	-

This model heals 1.

☞ **Shrug Off:** Remove one token from this model.

☛ **Sneak Away:** *Once per turn. This model must be within 1" of blocking terrain.* Place this model anywhere within 8" of its current position and within 1" of blocking terrain.

📖 **Hidden Cache:** Make a Scheme marker in base contact with this model.

☛ **Backlash:** Move enemy models within (X)2" of this model up to 2".