



# M GUPPS

- COST

**4**  
DF

**5**  
SP

**3**  
WP

**0**  
SZ

*Minion (3), Beast, Versatile*

**Adulthood:** When this model ends its activation, it may remove an enemy Remains marker within 1" to replace itself with a Silurid and heal 2.

**Stealth:** While more than 6" away from this model, enemy models cannot target it and ignore it when drawing LoS.

# GUPPS

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Sharp Claws</b>	1"	3	Df	-	1

*This attack has a raise value of 3.*

¶ **Overwhelm:** When resolving, deal +1 damage for each other friendly model within 1" of the target, to a maximum of +2.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
<b>Plaintive Cry</b>	4"	0	-	6	-

Enemy models within range must each pass a TN 12 Wp duel or gain an **Adversary** token.

¶ **Cry For Momma:** A friendly Spawn Mother may move up to its Sp toward this model.