



STUMPY

8
COST

6
DF

6
SP

5
WP

2
SZ

Unique, Living, Versatile ♦ Swampfiend, Jockey



Drawn to Life: When a friendly model within 6" heals, this model may place into base contact with it.

Planted Roots: When this model would be moved by an enemy effect, the enemy must drain a ♦ or the move is ignored.

Warning Growl: Attacks targeting friendly models within 2" do not deal additional damage due to raises.

STUMPY

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Axe	// 2"	6	Df	-	3
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☞ **Timber!!!:** Move the target 2", then the target and enemy models within (X)1" of it are dealt 1 damage.

☛ **Delay:** Target gains a **Slow** token.

↓ Toss in the Mud	// 2"	6	Df	12	-
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This action may target friendly models. Move the target 2", then remove up to one token from the target.

☛ **Rampage:** Move this model 5", ignoring enemy models. Models moved through this way must pass a TN 13 **Sp** duel or be dealt 1 damage.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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Tenacity	-	-	-	-	-
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Discard a card. This model heals 2.