



- COST

JUDD & HONEY

5
DF6
SP5
WP3
SZ*Totem, Unique, Living • Angler*

Shootin' Fish in a Barrel: Once per turn. This model may remove a Tide marker touching a (X) generated by this model. If it does so, draw a card.

Stand and Fire: If this model is unengaged, enemy models that declare the **Charge** action within 12" of this model are dealt 1 damage.

Attack Actions Rg Skl Rst TN Dmg**Honeycomb Hwacha** 12" 6 Df - 2

This action does not deal additional damage from raises.
For each raise this action receives, deal +1 damage
to enemy models within (X) 2" of the target.

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

■ **Gut Feeling:** Once per activation. Choose a suit.
Target may discard a card of the chosen suit.
If it does not, declare this action again.

₩ **Cluster Bomb:** When resolving, this action does
not generate a (X) and instead deals +2 damage.

Tactical Actions Rg Skl Rst TN Dmg**↑ Signal Flare** 8" 0 - 6 -

The target heals 2, moves up to 2" towards this
model, and gains a **Drift** token.

¶ **Sinkhole:** Make a Tide marker into base contact
with the target.

■ **Collateral Damage:** Remove a marker or a
destructible terrain piece within 2" of the
target.

♦ Resupply - - - - -

Once per turn. Draw up to two cards from this model's
discard pile with values of 1-5.