



7
COST

THE FERRYMAN

5

DF

6

SP

5

WP

3

SZ

Unique, Construct, Undead • Tormented

☞ **Armor:** *Once per activation.* This model may reduce damage dealt to it by 1.

Pulled in My Wake: *Once per activation.* After this model declares the **Charge** action, it may drain a ♦ to choose an ally within 2" of itself. After completing the **Charge**, place the chosen model in base contact with this model.

Unimpeded: This model is unaffected by severe and hazardous terrain.



THE FERRYMAN

Attack Actions

Rg Skl Rst TN Dmg

Ferryman's Claws

// 2" 6 Df - 2

If this action receives a raise, this model may move up to 2".

♦ **Whirlpool:** Enemy models within 1" of the target are placed within 3" of this model.

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

Lost in the Fog

✦ 8" 6 Wp - 0

Target either gains a **Staggered** token, or this model may move it up to 4".

☞ **Undertow:** Target gains an **Aura (Hazardous)** token.

📖 **Weigh Down:** Target must have a friendly upgrade attached. When resolving, this action deals +1 damage to the target.

Tactical Actions

Rg Skl Rst TN Dmg

↓ Ghostly Ram

- 0 - 6 -

Once per activation. This model declares the **Charge** action, ignoring the once per activation restriction.