



STUMPY

8
COST6
DF6
SP5
WP2
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.



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Attack Actions Rg Skl Rst TN Dmg

Axe ⚔ 2" 6 Df - 3

¶ **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 -

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

Tenacity - - - - - -

Discard a card. This model heals 2.