



# SKULKER SKIN

5  
COST

5  
DF

5  
SP

5  
WP

1  
SZ



Minion (3), Living • Angler

**Shrouded in the Shallows:** When this model is dealt damage, it may remove a **Drift** token to reduce the damage by 2.

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

# SKULKER SKIN

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Shove</b>	1"	5	4	Df	-
Move the target 2". For each raise this action receives, move the target an additional +1".					
◆ <b>Friendly Waters:</b> This model gains a <b>Drift</b> token.					
<b>Blowdart</b>	10"	5	Df	-	2
<i>If this model is within 1" of a Tide marker, this action receives a 4.</i>					
◆ <b>Sinkhole:</b> Make a Tide marker into base contact with the target.					
◆ <b>Friendly Waters:</b> This model gains a <b>Drift</b> token.					

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
<b>Under the Surface</b>	6"	0	-	7	-
<i>Target a friendly Scheme or Tide marker within range. Place this model into base contact with the target. Then, make either a Scheme or Tide marker in base contact with the target and remove the target.</i>					
◆ <b>Friendly Waters:</b> This model gains a <b>Drift</b> token.					