



ADZE

7
COST

5
DF

6
SP

5
WP

2
SZ



Unique, Beast • Swampfiend

Flight: This model ignores terrain and other models while moving.

Shimmering Lights: When performing opposed duels with enemy models with a **Stunned** token, this model receives a +.

Attack Actions	Rg	Skl	Rst	TN	Dmg
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Venomous Strike	≤ 1"	6	Df	-	2
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Target gains a **Poison** token.

• **Pouncing Strike:** Place this model into base contact with a different enemy model within 5". Then, declare this action again, targeting that enemy model.

• **Hexed Gambit:** Target must have a **Stunned** token. This model may discard and draw a card.

■ **Barricade:** This model gains a **Bolstered** token.

Lured Into a Bog	≥ 12"	6	Wp	-	-
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Move the target up to its **Sp** toward a piece of terrain in its LoS.

• **No Witnesses:** If there are no different enemy models within 2" of the target, deal 2 damage to the target.

■ **Premonition:** Look at the top card of your fate deck. This model may discard it.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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Unnatural Speed	3"	0	-	6	-
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Place this model anywhere within range.

• **Without Warning:** Enemy models within (X)1" gain a **Stunned** token.