



GROOTSLANG

8
COST

5
DF

6
SP

6
WP

4
SZ



Unique, Beast ♦ Swampfiend

Prepared Lairs: During the start phase of turn 1, make two Bog markers anywhere on the friendly table half.

☑ **Resilient:** Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).

Riddled with Tunnels: When another ally activates within 2" of this model, the ally may drain a ♦ and use its ♠ action to declare this model's **Lair to Lair** action.


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Attack Actions


Rg Skl Rst TN Dmg


Eyeless Swipes


///1 6 Df - 3

If there are no different enemy models within 2" of the target, this action receives a .

 **Tear Off a Bite:** This model heals 2.

 **Slink Away:** Place this model in base contact with a marker within 6".


 **Infect:** Target gains a **Poison** token.


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

Barbed Tongue

†8 6 Sp - 2

Target gains a **Stunned** token.

 **Pull and Drag:** Move the target 3" toward this model.

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

Tactical Actions

Rg Skl Rst TN Dmg

Create Lair

6" 0 - 6 -

Make a Bog marker within range.

‡ Lair to Lair

12" 0 - 6 -

Target a Bog marker, ignoring LoS. Place this model in base contact with the target, then remove the target. This model gains a **Craven** token.