



UNCLE BOGG

9
COST6
DF6
SP6
WP3
SZ

Henchman, Unique, Living • Angler

Chatty: Enemy models within 6" must each discard a card to declare the **Interact** action.

Laugh Off: If this model would be moved from an enemy model's effect, it may discard a card to choose not to.

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
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Exaggerated Claim	4"	6	Wp	-	3
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If this model is within 1" of a Tide marker, this action receives a .

- ◆ **Gremlin Manners:** Once per activation. Declare the "Get!" action, drawing range and LoS from the target.
- ❖ **Tear Off a Bite:** This model heals 2.
- ❖ **Friendly Waters:** This model gains a **Drift** token.
- ❖ **Tall Tale:** Discard a card. Target gains a **Staggered** token and must discard a card.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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◆ "Get!"	8"	0	-	6	-
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Ally only. Move the target up to 4". Increase the distance moved by +2" if the target has a **Drift** token. Then, enemy models in base contact with the target must discard a card or be dealt 1 damage.

- ❖ **Sinkhole:** Make a Tide marker into base contact with the target.
- ❖ **"He Came Outta Nowhere!"**: Immediately, place the target in base contact with a Tide Marker within 6" of itself.
- ✉ **Draw Out Secrets:** Make a Scheme marker in base contact with the target.
- ❖ **Eau de Bayou:** Target gains an **Aura (Staggered)** token.