



TIDECALLER

8
COST

5
DF

6
SP

5
WP

4
SZ



Unique, Construct • EVS

☞ **Armor:** *Once per activation.* This model may reduce damage dealt to it by 1.

Unimpeded: This model is unaffected by severe and hazardous terrain.

TIDECALLER

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Weighted Anchor //2" 6 **Df** - 3

*This model may remove a **Voyage** token. If it does so, this action receives a 🗡️.*

- ♦ **Whirlpool:** Enemy models within 1" of the target are placed within 3" of this model.

Toss †2" 6 **Df** 10 -

*This may target friendly models. Target a model of lower **Sz** than this model. Move the target up to 10" directly away from this model. If this move is interrupted, the target and all models in base contact with it must pass a TN 14 **Df** duel or be dealt 2 damage. Falling does not end this movement.*

- 📖 **Skip Over the Waves:** Remove a **Voyage** token from the target. When resolving, reduce the distance moved by 4". The target ignores terrain while moving.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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⚡ **Heavy Torrent** 10" - - - -

*This model may declare the **Toss** action against the target, which increases its TN by +2. When resolving that action, reduce the distance the target would be moved by an amount equal to the distance between this model and the target.*