



THE FIRST MATE

9
COST5
DF7
SP5
WP2
SZ

Henchman, Unique, Living • Infamous



🛡 **Butterfly Jump:** After resolving an enemy attack action targeting this model, this model may move up to 3".

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



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Attack Actions Rg Skl Rst TN Dmg

Anchor	1"	6	Df	-	3
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¶ **Critical Strike:** When resolving, this action deals +1 damage to the target.

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

Tactical Actions Rg Skl Rst TN Dmg

Menacing Croak	6"	0	-	6	-
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Enemy models within range must each pass a TN 12 **Wp** duel or gain an **Entranced** token and move 3" directly away from this model.

♦ **"That's the Signal!"**: All friendly models in play with the **Off the Top Rope** action may declare it, if able. These actions may generate actions.

■ **Hoppin' and Croakin'**: Once per activation. Place this model within 3". Then, it may declare the **Menacing Croak** action.

■ **Free Loot**: Remove a Scheme marker within 2" of this model.

Leap	6"	0	-	6	-
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Once per activation. Place this model anywhere within range.

■ **Hidden Cache**: Make a Scheme marker in base contact with this model.