

6  
COST

## CARNIVOROUS WYRDWOOD

5  
DF5  
SP5  
WP3  
SZ

Unique, Living, Plant • Brood, Fae

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

**Cumbersome:** This model may not scale terrain.

**From Shadow:** This model is deployed during the start phase of turn 1 anywhere on the table, not within 2" of a Strategy marker or enemy deployment zone.

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

# CARNIVOROUS WYRDWOOD

Attack Actions	Rg	Skl	Rst	TN	Dmg
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<b>Wyrdwood Branches</b>	4"	5	Df	-	2
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Move the target 3", unaffected by severe terrain, toward this model.

• **Cruelty:** Once per turn. Declare this action again.

• **Writhing Roots:** Remove a Remains or Underbrush marker within 6". This action deals +1 damage.

• **Pick the Bones:** After killing, this model may declare the **Interact** action after resolving the current action.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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<b>Roots from Below</b>	(X) 6"	0	-	7	-
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Once per activation. This action ignores LoS. Enemy models within range must pass a TN 12 **Df** duel or be dealt 2 damage. Models that do not have LoS to this model suffer a ⊖ to their duel.

• **Claim Territory:** Choose an enemy Scheme marker within range. Make a Scheme marker into base contact with the chosen marker, then remove the chosen marker.

• **Sudden Move:** Place this model anywhere within 3".

<b>Tenacity</b>	-	-	-	-	-
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Discard a card. This model heals 2.