



THE KURGAN

-
COST

5
DF

6
SP

4
WP

4
SZ



STN: 8

Totem, Unique ♦ Seeker

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

Shifting Earth: When this model activates, it may choose another ally within 3" and place it anywhere within 3" of this model.

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

THE KURGAN

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Tangling Roots

⌘ 1" 6 Df - 2

While this model is in severe terrain, increase this action's **Rg** by +3".

☞ **Heave:** Place the target anywhere within 3" of this model.

📖 **Mark the Way:** Make a Lamp marker within 2" of the target.

🦋 **Mangle:** Target discards a card.

Avalanche

⚡ 8" 6 Sp - -

Move models within 2" of the target up to 4", +2" for each raise this attack receives.

☞ **Mudslide:** Enemy models within (X)2" of the target must pass a TN 13 **Df** duel or gain a **Slow** token.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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⚡ The Long Rest

8" 0 - 7 -

Ally only. Target gains a **Death** token.

☞ **Mudslide:** Enemy models within (X)2" of the target must pass a TN 13 **Df** duel or gain a **Slow** token.

♦ Tap the Leyline

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Once per turn. Draw two cards and then discard one card.