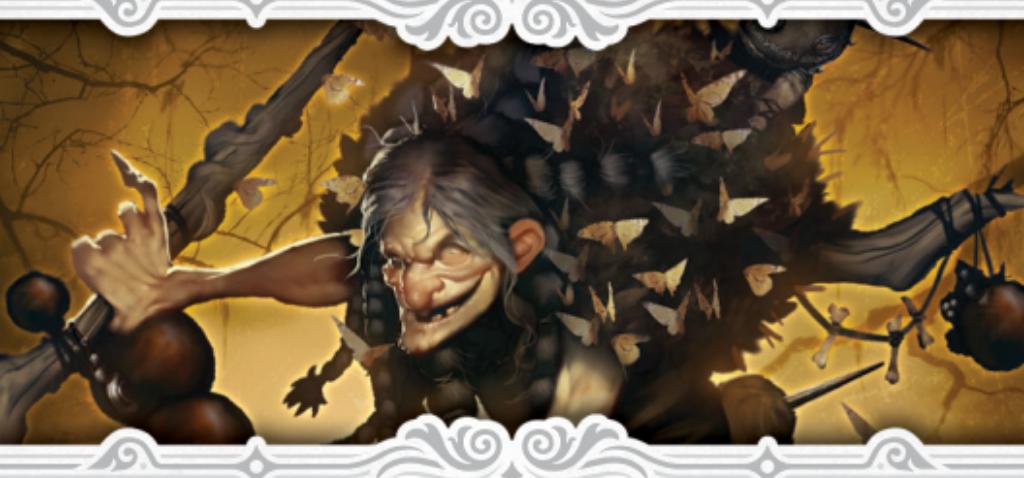




MARSHBORN MALICE

Zoraida, Swamp Hag



Friendly Swampfiend models gain the following ability:

Penetrating Stench: When an enemy model activates engaged by one or more models with this ability, it must discard a card, drain a ♦, or gain a **Stunned** token.

Friendly unique Swampfiend models gain the following action:

Tactical Action	Rg	Skl	Rst	TN	Dmg
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•♦ **Muckborne**

This model heals 2 and gains a **Bolstered** token.



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Markers

Bog: 50mm severe. When an enemy model activates within 1" of this marker, it must discard a card or gain a **Stunned** token.

Tokens

Bog Spirit: After this model is killed, the crew that applied this token may summon a Will o' the Wisp with 3 health into base contact.

Bolstered: This model receives +1 to its **Df** and **Wp**. During the end phase, remove this token. Canceled by **Injured**.

Craven: This model cannot declare the **Interact** action and is ignored for strategies and schemes. When this model ends its activation, remove this token.

Poison: During the end phase, deal 1 irreducible damage to this model.

Stunned: This model cannot declare triggers, and it counts all **†** symbols on its card as blank. When this model ends its activation, remove this token.