



SKULKER SKIN

5
COST

5
DF

5
SP

5
WP

1
SZ



Minion (3), Living • Angler

Shrouded in the Shallows: When this model is dealt damage, it may remove a **Drift** token to reduce the damage by 2.

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
Shove	1"	5	4	Df	-
Move the target 2". For each raise this action receives, move the target an additional +1".					
◆ Friendly Waters: This model gains a Drift token.					
Blowdart	10"	5	Df	-	2
<i>If this model is within 1" of a Tide marker, this action receives a 4.</i>					
◆ Sinkhole: Make a Tide marker into base contact with the target.					
◆ Friendly Waters: This model gains a Drift token.					

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
◆ Under the Surface	6"	0	-	7	-
<i>Target a friendly Scheme or Tide marker within range. Place this model into base contact with the target. Then, make either a Scheme or Tide marker in base contact with the target and remove the target.</i>					
◆ Friendly Waters: This model gains a Drift token.					