



5
COST

SKULKER SKIN

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.

SKULKER SKIN


Attack Actions

Rg Skl Rst TN Dmg

Shove


//1" 5  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

If this model is within 1" of a Tide marker, this action receives a .

 **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 -

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.

 **Friendly Waters:** This model gains a **Drift** token.