



GUPPS

-
COST

4
DF

5
SP

3
WP

0
SZ



Minion (3), Beast, Versatile

Adulthood: When this model ends its activation, it may remove an enemy Remains marker within 1" to replace itself with a Silurid and heal 2.

Stealth: While more than 6" away from this model, enemy models cannot target it and ignore it when drawing LoS.

GUPPS

Attack Actions

Rg **Skl** **Rst** **TN** **Dmg**

Sharp Claws

//1" 3 **Df** - 1

This attack has a raise value of 3.

- ☞ **Overwhelm:** When resolving, deal +1 damage for each other friendly model within 1" of the target, to a maximum of +2.

Tactical Actions

Rg **Skl** **Rst** **TN** **Dmg**

Plaintive Cry

(X)4" 0 - 6 -

Enemy models within range must each pass a TN 12 **Wp** duel or gain an **Adversary** token.

- ☞ **Cry For Momma:** A friendly Spawn Mother may move up to its **Sp** toward this model.