



HILDEGARD

8

COST

6

DF

6

SP

5

WP

2

SZ



Unique, Living, Versatile • Grim

Dark Tale: Once per activation. When another friendly model deals damage to an enemy within 6", this model may place into base contact with the enemy model.

☛ **Entrancing:** Enemy models suffer ☛ when targeting a friendly model within 2" with an attack.

Socialite: This model may move through enemy models. It does not suffer the penalties for declaring the **Walk** action while engaged.



HILDEGARD

Attack Actions

Unassuming Demeanor

Rg Skl Rst TN Dmg

∞ 1" 6 Df - 1

This attack has a raise value of 3. If the final duel total is tied, deal +1 damage instead of -1 damage.

☞ **Making Conversation:** A friendly model within 3" may heal 1.

☘ **Delay:** Target gains a **Slow** token.

✚ **Take by the Hand** ✚ 6" 6 Df 12 -

This action may target friendly models. Move the target 3". Then, move this model up to 3" toward the target.

Tactical Actions

Revitalize

Rg Skl Rst TN Dmg

10" 0 - 4 -

Friendly only. Remove a token from the target. If this action receives a raise, remove any number of tokens from the target.

☞ **Jealousy:** Remove a token from an enemy model within range.

Tenacity

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Discard a card. This model heals 2.