THE COLONY

10 COST

6 DF

5 SP

5 WP

3 SZ

Unique, Living ◆ Banished

Floating Mass: This model may move through (but not stop on) enemy models.

🛡 **Resilient:** Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).

Trailing Stingers: All enemy models this model moves through gain an **Injured** token.

◊ 1 2 3 4 5 6 7 8 9 10 11 12 13

Attack Actions	Rg	Skl	Rst	TN	Dmg
Engulf	⚔1"	6	**Df**	-	3

- ☌ *Critical Strike:* When resolving, this action deals +1 damage to the target.
- � *Shove Aside: Once per activation.* Move the target 4". Then, this model moves up to 4" and may declare a ⚔ action targeting a different model.
- ☙ *Convulsions:* Move the target up to 3". Then the target must either discard a card or this model may move it up to 3".

	Rg	Skl	Rst	TN	Dmg
Tidal Blast	✦8"	6	**Df**	-	2

If this attack receives a raise, deal 1 damage to enemies within (Y)2" of the target.

- � *Knock Aside:* Move the target up to 3".
- ▦ *Sheltered Cove:* This model gains a **Shielded** token.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
⚐ Drift With the Tide	-	0	-	6	-

Once per activation. Move this model up to 6".

- � *Luminescent Call:* One friendly model in LoS may move up to 3" toward this model.

50 mm