



# AUTUMN KNIGHT

5  
COST5  
DF6  
SP5  
WP2  
SZ

Minion (3), Undead • Fae

**Armor:** Once per activation. This model may reduce damage dealt to it by 1.

**Barbed in Brambles:** After resolving an attack action that damaged this model, the attacking model gains either an **Injured** or **Adversary** token.

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## Attack Actions      Rg Skl Rst TN Dmg

† <b>Wyrwood Weapons</b>	¶ 1"	5	Df	-	2
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*If the target is in base contact with severe terrain, this action receives a +1.*

¶ ...and Roses: One ally engaged with the target heals 1.

¶ Ensnare: If the target is in base contact with a friendly terrain marker, this action deals +1 damage.

¶ Rose Whip: Move the target up to 3" away.

## Tactical Actions      Rg Skl Rst TN Dmg

† Entwine in Vines	8"	0	-	6	-
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The target gains a **Bolstered** token.

¶ Reposition: Move this model up to 3".

¶ Fleeting Flowers: Remove a friendly token from the target to make a Remains or Scheme marker in base contact with the target.