



COST

THE CLAMPETTS

FISHERFOLK

6

DF

6

SP

5

WP

3

SZ



Master, Unique, Living • Angler

Brackish
Bully

Bruce

☛ **Hard to Kill:** When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

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

Thrown Overboard: After this model suffers damage, it may drain a ♦. If it does so, make a Tide marker in base contact and heal 2.



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THE CLAMPETTS

Fisherfolk

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Tongue Lash	3"	6	Wp	-	2

☛ **Mental Trauma:** Target must either discard a card or be dealt 3 damage.

◆ **Whirlpool:** Enemy models within 1" of the target are placed within 3" of this model.

	Rg	Skl	Rst	TN	Dmg
Fishin' with Dynamite	8"	6	Df	-	2

Deal 1 damage to enemy models within (X)1" of the target. For each raise this action receives, increase the range of the (X) by +1".

☞ **Critical Strike:** When resolving, this action deals +1 damage to the target.

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

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
"Fish On!"	8"	0	-	6	-

Ally only. Move either the target or this model up to 4" toward the other.

📖 **Draw Out Secrets:** Make a Scheme marker in base contact with the target.

	Rg	Skl	Rst	TN	Dmg
↓ Silurid Stomp	6"	0	-	6	-

Place this model anywhere within range. Then, enemy models within (X)1" must pass a TN 13 **Sp** duel or be dealt 1 damage.

☞ **Gone Fishin':** Make a Tide marker in base contact with this model.