



SIR VANTES

7
COST

6
DF

5
SP

5
WP

3
SZ



Unique, Living • Angler

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

"Escar...Go!": After killing an enemy model, this model may declare the **Charge** action, ignoring any special restrictions.

Slip and Slide: When this model removes a **Drift** token to place in base contact with a friendly Tide marker, it may choose a friendly Tide marker within 10" instead of 5".

SIR VANTES

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Knight's Folly	4"	6	Df	-	2

If this action was generated by the **Charge** action, it deals +1 damage.

- ¶ **Shrug Off:** Remove one token from this model.
- ₩ **Stumble:** When resolving, if the target has a **Staggered** token, deal +1 damage. Otherwise, it gains a **Staggered** token.
- ₩ **Friendly Waters:** This model gains a **Drift** token.

Bait the Waters	12"	5	Wp	-	-
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Move the target up to 3" toward an ally in LoS.

- ♦ **Sucked Down:** Once per activation. Place the target into base contact with a friendly Tide marker within 6" of it. If the target is placed in this way, it is dealt 3 damage.
- **Snail's Pace:** Target gains a **Staggered** token.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
Heroic Intervention	6"	0	-	6	-

Enemy engaged with another friendly model only.

Move all friendly models engaged with the target 5" away from the target. Then, place this model in base contact with the target. This model may declare a ¶ targeting the target.

- **Snail's Pace:** Target gains a **Staggered** token.