ABYSSAL ANCHOR

7 DF	6 SP
4 WP	1 SZ

COST: -

Totem, Unique, Living • Banished

Anchor: When an ally targets a model with a Wreathed upgrade, it may draw range and LoS from this model.

Scuttle: *Once per turn.* After an attack fails against this model, it may declare the **Walk** action.

1 2 3 4 5 6 7

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Attack Actions

	Rg	Skl	Rst	TN	Dmg
The Claws	⚔1"	6	**Df**	-	1

This action deals +2 damage for each raise instead of +1.

- 📖 *Grab On:* Target gains a **Slow** token. End this model's activation.

	Rg	Skl	Rst	TN	Dmg
Void Tide	✛6"	6	**Wp**	-	2

For each raise this action receives, this model infuses one ◆.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
⚑ **Dark Bargain**	6"	0	-	6	-

Once per activation. Ally only. Deal 1 irreducible damage to the target, then the target may declare the **Interact** action.

- 📖 *Fortify:* Target gains a **Shielded** token.
- ❦ *Hasten:* Target gains a **Hastened** token.

	Rg	Skl	Rst	TN	Dmg
◆ **Tap the Leyline**	-	-	-	-	-

Once per turn. Draw two cards and then discard one card.

30 mm