

# ZORAIDA

## SWAMP HAG

COST

6

DF

6

SP

6

WP

2

SZ

Master, Living ♦ Swampfiend

Marshborn  
Malice

Mirewing

♣ **Crooked Deal:** When an enemy model with a **Stunned** token targets this model with an attack action, the enemy's duel cannot be cheated.

**Eyes in the Woods:** During the start phase of turn 1, this model may give up to three other allies a **Craven** token to place them anywhere on the friendly table half.

**Moth Witch:** *Once per turn.* When this model declares a non-**Charge** general action, it may drain a ♦ to have another ally declare the same action.

1

2

3

4

5

6

7

8

9

10

11

12

13

14

# ZORAIDA

## Swamp Hag

### Attack Actions

#### Bumps and Boils

Rg 8" Skl 6 Rst Wp TN - Dmg 3

If the target has a **Stunned** token, look at the top two cards of either fate deck and place them back in any order. If this action received a raise, the target gains a **Stunned** token.

🌀 **Dumbfounded:** Target gains a **Craven** token.

🦋 **Moth Swarm:** Enemy models within (X)2" of the target must pass a TN 12 **Wp** duel or gain a **Stunned** token.

📖 **Poisoned Fate:** When resolving, the target must discard a card or this action deals +2 damage.

🦋 **Hag's Gift:** Target gains a **Bog Spirit** token.

### Tactical Actions

#### Off the Path

Rg 8" Skl 0 Rst - TN 6 Dmg -

*Once per activation. Other ally only.* Discard up to two cards. For each card discarded, draw a card and move the target up to 2".

🌀 **Retrace Steps:** *Once per activation.* This model may declare a non-**Charge** general action.

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

#### Witch's Brew

Rg 8" Skl 0 Rst - TN 5 Dmg -

*Ally only.* Target heals 2 gains a **Bolstered** token.

🦋 **Pulled Here and There:** Move either this model or the target up to 3".