



RISING TIDE

Silken King, Long Live



Friendly Banished models gain the following ability:

Undertow: When this model declares an attack, it may remove a friendly Scheme marker within 2" to have the target suffer a ☐. This model may drain a ♦ when using this ability to remove an enemy Scheme marker within 2" instead.

Friendly Banished models gain the following action:

Attack Action	Rg	Skl	Rst	TN	Dmg
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☛♦ Swept Away	☛8"	6	Df	-	3
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For each raise this attack receives, move the target up to 2". Then, this model may be placed into base contact with the target.



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Tokens

Hastened: This model receives +2 **Sp**. When this model ends its activation, remove this token. Canceled by **Staggered**.

Injured: This model suffers -1 to its **Df** and **Wp**. During the end phase, remove this token. Canceled by **Bolstered**.

Shielded: When this model is dealt non-irreducible damage, it must remove this token to reduce that damage by 1. This token may reduce damage to 0.