



BATSCH & AMALIE

7
COST

5
DF

6
SP

6
WP

2
SZ



Henchman, Unique, Undead, Versatile, Zombie • Fungal

Fruiting Bodies: Once per activation. When a friendly model within 6" targets a model with an **Entranced** token, the friendly model receives a + to its duel.

Regeneration: When this model activates, it heals 1.



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BATSCH & AMALIE

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Mushroom Cloud †8" 6 Wp - 2

If this attack receives a raise, the target gains an **Entranced** token.

◆ **Spore Spurt:** Choose another ally in play. Enemy models within (X)1" of that model gain an **Entranced** token.

₩ **Reposition:** Move this model up to 3".

₩ **Drain Magic:** Target discards a card. This model may draw a card and then discard a card.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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Eternal Waltz (X)3" 0 - 5 -

Friendly models within range heal 2.

₩ **Fancy Feet:** Choose a marker within range. Make a friendly marker of the same type within 3" of the chosen marker.

† **Fungal Network** 6 0 - 5 -

Friendly only. Once per activation. Move the target up to 6".

₩ **Black Mold:** Enemies within (X)2" of the target gain an **Entranced** token.