AUSTERA AND TWIGGE

7 COST

5 DF

6 SP

5 WP

2 SZ

Unique, Undead ◆ Seeker

Expert Climber: *Once per activation.* This model may ignore vertical distance while resolving the **Walk** or **Charge** action.

🛡 **Resilient:** Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).

Scout Ahead: After deployment zones are chosen, choose an enemy non-master model without **From Shadow**. The chosen model deploys now rather than during deployment.

◈ 1 2 3 4 5 6 7 8 9

AUSTERA AND TWIGGE

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Sharp Claws	�1"	6	**Df**	-	1

This attack has a raise value of 3.

- ☗ ***Siphon Life:*** When resolving, this action deals +1 damage and this model heals 1.
- ☽ ***Knock Aside:*** Move the target up to 3".

	Rg	Skl	Rst	TN	Dmg
Hunt by Moonlight	🔫12"	6	**Df**	-	2

While this model is on terrain of Ht 2 or greater, this action may be treated as a ☽.

- ☗ ***Puncture:*** When resolving, this attack receives one additional raise.
- ☽ ***Circle the Hollow:*** *Once per activation.* Place this model in base contact with a Lamp marker within 6" of this model.
- 📖 ***Vantage Point:*** *Enemy only.* Make a Scheme marker anywhere in the area between this model and the target.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
☽ **Lost in the Woods**	8"	0	-	7	-

Once per activation. Make either a Scheme or Lamp marker anywhere within range.

30 mm