



CROOKSKIN

6
COST5
DF6
SP5
WP2
SZ
Minion (2), Living • Elite, Savage

Camouflaged: While this model is within 1" of blocking terrain, it has cover.

Unruly: After a \mathbb{A} action is resolved against this model, this model may discard a card to either deal 1 damage to the attacking model or move 1".

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Attack Actions Rg Skl Rst TN Dmg

Agony	1"	6	Sp	-	2
P Critical Strike: When resolving, this action deals +1 damage to the target.					
W Pick the Bones: After killing, this model may declare the Interact action after resolving the current action.					

Tactical Actions Rg Skl Rst TN Dmg

Hasty Imitation	-	0	-	4	-
This model heals 1.					
P Shrug Off: Remove one token from this model.					
W Sneak Away: Once per turn. This model must be within 1" of blocking terrain. Place this model anywhere within 8" of its current position and within 1" of blocking terrain.					
E Hidden Cache: Make a Scheme marker in base contact with this model.					
W Backlash: Move enemy models within 12" of this model up to 2".					