



6

COST

CARNIVOROUS WYRDWOOD

5

DF

5

SP

5

WP

3

SZ

Unique, Living, Plant ♦ Brood, Fae

☞ **Armor:** Once per activation. This model may reduce damage dealt to it by 1.

Cumbersome: This model may not scale terrain.

From Shadow: This model is deployed during the start phase of turn 1 anywhere on the table, not within 2" of a Strategy marker or enemy deployment zone.

Laugh Off: If this model would be moved from an enemy model's effect, it may discard a card to choose not to.

1

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CARNIVOROUS WYRDWOOD

Attack Actions Rg Skl Rst TN Dmg

Wyrddwood Branches ⚔ 4" 5 **Df** - 2

Move the target 3", unaffected by severe terrain, toward this model.

☠ **Cruelty:** *Once per turn.* Declare this action again.

📖 **Writhing Roots:** *Remove a Remains or Underbrush marker within 6".* This action deals +1 damage.

☠ **Pick the Bones:** After killing, this model may declare the **Interact** action after resolving the current action.

Tactical Actions Rg Skl Rst TN Dmg

Roots from Below (X) 6" 0 - 7 -

Once per activation. This action ignores LoS. Enemy models within range must pass a TN 12 **Df** duel or be dealt 2 damage. Models that do not have LoS to this model suffer a 🗡 to their duel.

♦ **Claim Territory:** *Choose an enemy Scheme marker within range.* Make a Scheme marker into base contact with the chosen marker, then remove the chosen marker.

☠ **Sudden Move:** Place this model anywhere within 3".

⚔ **Tenacity** - - - - -

Discard a card. This model heals 2.