



THE FERRYMAN

7
COST

5
DF

6
SP

5
WP

3
SZ

Unique, Construct, Undead • Tormented



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

Pulled in My Wake: Once per activation. After this model declares the **Charge** action, it may drain a ♦ to choose an ally within 2" of itself. After completing the **Charge**, place the chosen model in base contact with this model.

Unimpeded: This model is unaffected by severe and hazardous terrain.

THE FERRYMAN

Attack Actions	Rg	Skl	Rst	TN	Dmg
----------------	----	-----	-----	----	-----

Ferryman's Claws	¶ 2"	6	Df	-	2
-------------------------	------	---	----	---	---

If this action receives a raise, this model may move up to 2".

- ◆ **Whirlpool:** Enemy models within 1" of the target are placed within 3" of this model.
- ❖ **Critical Strike:** When resolving, this action deals +1 damage to the target.

Lost in the Fog	‡ 8"	6	Wp	-	0
------------------------	------	---	----	---	---

Target either gains a **Staggered** token, or this model may move it up to 4".

- ❖ **Undertow:** Target gains an **Aura (Hazardous)** token.
- **Weigh Down:** *Target must have a friendly upgrade attached.* When resolving, this action deals +1 damage to the target.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
------------------	----	-----	-----	----	-----

† Ghostly Ram	-	0	-	6	-
----------------------	---	---	---	---	---

Once per activation. This model declares the **Charge** action, ignoring the once per activation restriction.