



HILDEGARD

8
COST6
DF6
SP5
WP2
SZ

Unique, Living, Versatile • Grim

Dark Tale: Once per activation. When another friendly model deals damage to an enemy within 6", this model may place into base contact with the enemy model.

Entrancing: Enemy models suffer □ when targeting a friendly model within 2" with an attack.

Socialite: This model may move through enemy models. It does not suffer the penalties for declaring the **Walk** action while engaged.



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HILDEGARD

Attack Actions Rg Skl Rst TN Dmg

Unassuming Demeanor	≤1"	6	Df	-	1
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This attack has a raise value of 3. If the final duel total is tied, deal +1 damage instead of -1 damage.

• **Making Conversation:** A friendly model within 3" may heal 1.

• **Delay:** Target gains a **Slow** token.

Take by the Hand	≥6"	6	Df	12	-
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This action may target friendly models. Move the target 3". Then, move this model up to 3" toward the target.

Tactical Actions Rg Skl Rst TN Dmg

Revitalize	10"	0	-	4	-
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Friendly only. Remove a token from the target. If this action receives a raise, remove any number of tokens from the target.

• **Jealousy:** Remove a token from an enemy model within range.

Tenacity	-	-	-	-	-
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Discard a card. This model heals 2.