



HERMITS

5
COST

5
DF

5
SP

4
WP

2
SZ

Minion (2), Living • Angler



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

Don't Turn Your Back: Enemy models that activate engaged with this model may not declare the **Interact** action until the end of their activation.

Extended Reach: Enemy models within 2" cannot take attack actions generated by the **Charge** action.

HERMITS

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Jab! JABBI! ⚔ 2" 5 Df - 1

This action deals damage twice.

- **Two Heads:** This model may declare the **Interact** action, ignoring engagement.

Tossed Spear ⚔ 10" 5 Df - 2

- **Reposition:** Move this model up to 3".

- **Two Heads:** This model may declare the **Interact** action, ignoring engagement.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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Skedaddle - 0 - 4 -

Move this model up to 3", ignoring vertical distance. Then, this model gains a **Drift** token.

- ❖ **Shrug Off:** Remove one token from this model.

- ❖ **Wallowing:** This model gains an **Aura (Staggered)** token.

† Seashells by the Swampshore 6" 0 - 6 -

Ally only. Target gains a **Drift** token.