

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

Jab! JABB!

//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

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.