



UNCLE BOGG

9
COST

6
DF

6
SP

6
WP

3
SZ

Henchman, Unique, Living • Angler

Chatty: Enemy models within 6" must each discard a card to declare the **Interact** action.

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

⚠ **Warning Growl:** Attacks targeting friendly models within 2" do not deal additional damage due to raises.

1

2

3

4

5

6

7

8

9

10

11

12

UNCLE BOGG

Attack Actions

Rg Skl Rst TN Dmg

Exaggerated Claim //4" 6 Wp - 3

If this model is within 1" of a Tide marker, this action receives a 🃏.

♦ **Gremlin Manners:** Once per activation. Declare the "**Get!**" action, drawing range and LoS from the target.

🌀 **Tear Off a Bite:** This model heals 2.

🦋 **Friendly Waters:** This model gains a **Drift** token.

🦋 **Tall Tale:** Discard a card. Target gains a **Staggered** token and must discard a card.

Tactical Actions

Rg Skl Rst TN Dmg

⚡ **"Get!"** 8" 0 - 6 -

Ally only. Move the target up to 4". Increase the distance moved by +2" if the target has a **Drift** token. Then, enemy models in base contact with the target must discard a card or be dealt 1 damage.

🌀 **Sinkhole:** Make a Tide marker into base contact with the target.

🦋 **"He Came Outta Nowhere!":** Immediately, place the target in base contact with a Tide Marker within 6" of itself.

📖 **Draw Out Secrets:** Make a Scheme marker in base contact with the target.

🦋 **Eau de Bayou:** Target gains an **Aura (Staggered)** token.