



SLOTH

7
COST

5
DF

5
SP

5
WP

2
SZ



Henchman, Unique, Undead, Versatile • Crossroads

🛡 **Resilient:** Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).

Take It Easy: Enemy models that activate within 6" suffer -2 Sp until the end of their activation.



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SLOTH

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Bass Bash	¶ 2"	6	Df	-	2

- ◆ **Rest in Peace:** Target must have a **Craven** or **Summon** token. When resolving, this action deals +3 damage.
- ❖ **Siphon Life:** When resolving, this action deals +1 damage and this model heals 1.

† Resting in the Blues

† Resting in the Blues	‡ 10"	6	Wp	12	-
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This action may target friendly models. Target gains a **Slow** token and heals 3. For each raise this action receives, increase or decrease the amount healed by 1.

- ❖ **"Don't Worry About Nothin'"**: Target gains a **Craven** token.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
Long Slow Solo	(X) 6"	0	-	6	-

Once per activation. Enemy models within range must pass a TN 13 **Wp** duel or gain a **Slow** token.