



# GROOTSLANG

8  
COST5  
DF6  
SP6  
WP4  
SZ

*Unique, Beast • Swampfiend*

**Prepared Lairs:** During the start phase of turn 1, make two Bog markers anywhere on the friendly table half.

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

**Riddled with Tunnels:** When another ally activates within 2" of this model, the ally may drain a ♦ and use its ♦ action to declare this model's **Lair to Lair** action.



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## Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Eyeless Swipes</b>	11	6	Df	-	3
<i>If there are no different enemy models within 2" of the target, this action receives a +.</i>					
¶ <b>Tear Off a Bite:</b> This model heals 2.					
¶ <b>Slink Away:</b> Place this model in base contact with a marker within 6".					
¶ <b>Infect:</b> Target gains a <b>Poison</b> token.					
¶ <b>Premonition:</b> Look at the top card of your fate deck. This model may discard it.					

## Barbed Tongue

	†8	6	Sp	-	2
Target gains a <b>Stunned</b> token.					
¶ <b>Pull and Drag:</b> Move the target 3" toward this model.					
¶ <b>Hexed Gambit:</b> Target must have a <b>Stunned</b> token. This model may discard and draw a card.					

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
<b>Create Lair</b>	6"	0	-	6	-
Make a Bog marker within range.					
¶ <b>Lair to Lair</b>	12"	0	-	6	-
<i>Target a Bog marker, ignoring LoS. Place this model in base contact with the target, then remove the target. This model gains a <b>Craven</b> token.</i>					