



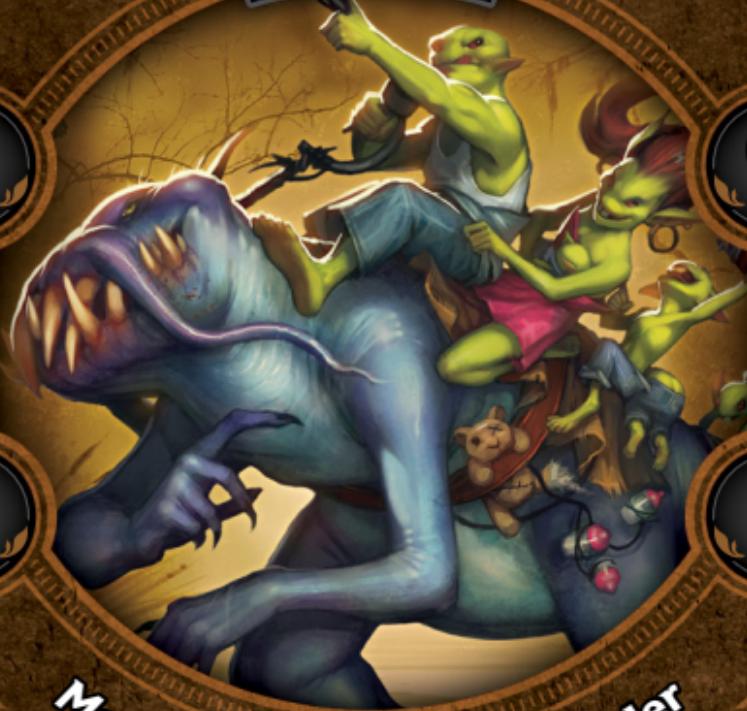
- COST

# THE CLAMPETTS

FISHERFOLK

6  
DF6  
SP5  
WP3  
SZBrackish  
Bully

Bruce

*Master, Unique, Living • Angler*

**🛡 Hard to Kill:** When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

**Stealth:** While more than 6" away from this model, enemy models cannot target it and ignore it when drawing LoS.

**Thrown Overboard:** After this model suffers damage, it may drain a ♦. If it does so, make a Tide marker in base contact and heal 2.

# THE CLAMPETTS

## Fisherfolk

### Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Tongue Lash</b>	3"	6	Wp	-	2

• **Mental Trauma:** Target must either discard a card or be dealt 3 damage.

• **Whirlpool:** Enemy models within 1" of the target are placed within 3" of this model.

### Fishin' with Dynamite

<b>Fishin' with Dynamite</b>	8"	6	Df	-	2
Deal 1 damage to enemy models within (X)1" of the target. For each raise this action receives, increase the range of the (X) by +1".					

• **Critical Strike:** When resolving, this action deals +1 damage to the target.

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

### Tactical Actions

	Rg	Skl	Rst	TN	Dmg
<b>"Fish On!"</b>	8"	0	-	6	-

Ally only. Move either the target or this model up to 4" toward the other.

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

### Silurid Stomp

<b>Silurid Stomp</b>	6"	0	-	6	-
Place this model anywhere within range. Then, enemy models within (X)1" must pass a TN 13 Sp duel or be dealt 1 damage.					

• **Gone Fishin':** Make a Tide marker in base contact with this model.