



# BOTANIST

5  
COST

5  
DF

6  
SP

4  
WP

2  
SZ



*Minion (3), Living, Versatile*

**Cumbersome:** This model may not scale terrain.

**"Feed Me!":** When this model activates, it may remove a marker within 2" of itself to gain a **Bolstered** token.

**Planted Roots:** When this model would be moved by an enemy effect, the enemy must drain a ♦ or the move is ignored.

# BOTANIST

## Attack Actions

Rg Skl Rst TN Dmg

### Trapping Jaws

// 1" 5 Df - 2

Target gains a **Staggered** token.

☞ **Tasty Snack:** This model gains a **Bolstered** token.

☛ **"AHHH, MY EYE!":** When resolving, deal +1 damage and move the target up to 3".

## Tactical Actions

Rg Skl Rst TN Dmg

### ↓ Earth's Bounty

- 0 ☛ - 8 -

Once per activation. Choose a *Remains* or *Scheme* marker in LoS. Move this model up to 5" toward the chosen marker. If this model ends the move within 1" of the chosen marker, remove the chosen marker.

☛ **Botanic Overdrive:** Remove a **Bolstered** token from this model. Immediately increase the **Skl** on this action by +2.