



9  
COST

# THE FIRST MATE

5  
DF

7  
SP

5  
WP

2  
SZ



Henchman, Unique, Living • Infamous

🛡️ **Butterfly Jump:** After resolving an enemy attack action targeting this model, this model may move up to 3".

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

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# THE FIRST MATE

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Anchor</b>	//1"	6	<b>Df</b>	-	3

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

☛ **Pouncing Strike:** Place this model into base contact with a different enemy model within 5". Then, declare this action again, targeting that enemy model.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
<b>Menacing Croak</b>	(X)6"	0	-	6	-

Enemy models within range must each pass a TN 12 **Wp** duel or gain an **Entranced** token and move 3" directly away from this model.

♦ **"That's the Signal!":** All friendly models in play with the **Off the Top Rope** action may declare it, if able. These actions may generate actions.

☛ **Hoppin' and Croakin':** *Once per activation.* Place this model within 3". Then, it may declare the **Menacing Croak** action.

📖 **Free Loot:** Remove a Scheme marker within 2" of this model.

↕ **Leap** 6" 0 - 6 -  
*Once per activation.* Place this model anywhere within range.

📖 **Hidden Cache:** Make a Scheme marker in base contact with this model.