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COST

# JUDD & HONEY

5

DF

6

SP

5

WP

3

SZ

Totem, Unique, Living • Angler

**Shootin' Fish in a Barrel:** *Once per turn.* This model may remove a Tide marker touching a (X) generated by this model. If it does so, draw a card.

**Stand and Fire:** If this model is unengaged, enemy models that declare the **Charge** action within 12" of this model are dealt 1 damage.

# JUDD & HONEY

## Attack Actions

Rg Skl Rst TN Dmg

**Honeycomb Hwacha** 🏹 12" 6 Df - 2

*This action does not deal additional damage from raises. For each raise this action receives, deal +1 damage to enemy models within (X)2" of the target.*

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

📖 **Gut Feeling:** Once per activation. Choose a suit. Target may discard a card of the chosen suit. If it does not, declare this action again.

🦋 **Cluster Bomb:** When resolving, this action does not generate a (X) and instead deals +2 damage.

## Tactical Actions

Rg Skl Rst TN Dmg

📡 **Signal Flare** 8" 0 - 6 -

The target heals 2, moves up to 2" towards this model, and gains a **Drift** token.

🔪 **Sinkhole:** Make a Tide marker into base contact with the target.

📖 **Collateral Damage:** Remove a marker or a destructible terrain piece within 2" of the target.

💎 **Resupply** - - - - -

Once per turn. Draw up to two cards from this model's discard pile with values of 1-5.