



# MOSSBEARD

7  
COST

5  
DF

6  
SP

5  
WP

1  
SZ

*Unique, Living • Angler, Infamous*



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

**Peer Through Fog:** This model's actions ignore concealment.

# MOSSBEARD

## Attack Actions      Rg Skl Rst TN Dmg

<b>Harrowing Tale</b>	† 8"	6	Wp	-	X
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X is equal to the difference in the number of cards in this model's control hand and its maximum hand size (to a maximum of 3).

- ◆ **"And One From Rumsen!"**: Once per activation.  
Declare this action again, targeting a different model.
- ❖ **Critical Strike**: When resolving, this action deals +1 damage to the target.
- ❖ **Uncomfortable Twitch**: Move the target up to 2".
- **Survival Skills**: This model heals 1.

## Tactical Actions      Rg Skl Rst TN Dmg

<b>Endure It</b>	6"	0	-	6	-
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Ally only. Target heals 2. For each raise this action receives, the target heals an additional +1.

❖ <b>Hasten</b> : Target gains a <b>Hastened</b> token.	8"	0	-	6	-
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† <b>Haphazard Topography</b>	8"	0	-	6	-
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Once per turn. Target a marker. Make a marker of the same type within 3" of the target. Then remove the target.

- ❖ **Tripping Hazard**: Enemy models within 2" of the made marker are dealt 1 damage.