



The Dunsmouth Witch

Tainted . Leader . Sybiote

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	6	8	6	8	8	3	22

25PTS 1

KNIFE - 8 / COMBAT / Base / Bleed

LIME DUST - 9 / RANGE / 4" / Blind

GRASP OF THE DEEP - 10 / ARCANE / 10" / Fatigue

TOUCH OF THE HIDDEN ONE - 2

(Once per game) Push all Models directly away from this Model until they are 6" away. If a Model moved in this way hits terrain, it stops moving and suffers 2 WND; otherwise it suffers 1 WND. Click Clack and the Angler may move up to their charge distance towards the Dunsmouth Witch and do not provoke Disengaging Strikes during this movement.

FOG - 1

Unless already in Hard Cover, models within 8" of this model are considered to be in Soft Cover until the end of turn.

LEADER

When activated this model gains +1 AP.

TANGLED NETTING

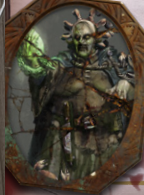
Enemy Models engaged with this Model have -1 to any Combat Attack and to their CD.

MENTAL STRAIN

During its activation this Model must spend 1 MYTH for each additional Arcane Attack after the first.

LOSS OF A CHILD (FLIP)

If Click Clack or the Angler is killed, mark the enemy Model that caused the killing blow and flip this card immediately.



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A MOTHER'S RAGE - 11 / ARCANE / 10" / Blind

LEADER

When activated this model gains +1 AP.

TANGLED NETTING

While engaged with this Model, enemy Models suffer -1 to Combat Attacks and to their CD.

A MOTHER'S RAGE

When this Model is activated, if it is within range and LOS of the marked enemy Model it must use all of its Actions to make this Attack against the target Model until it is dead. When the marked Model is killed, flip this card immediately.