



HALFTUSK

The Great Tusk 2 - -
 Plot phase only. Halftusk may make a claim action. Then choose  or . Friendly models within range gain the boon you chose.

Guardian Champion
 A guardian  moves the turn token +1 step when they have their banner on an objective hex during the end phase.

Fighting Fit
 If Halftusk does not have any wounds, his skills have +2 .

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HALFTUSK

Regenerate - - -
 Remove up to 2 of Halftusk's wounds.

Footwork 2 - -
 

Feint 2 5 -
 Hit Effect: 

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HALFTUSK

Regenerate - - -
 Remove up to 2 of Halftusk's wounds.

One Punch 1 6 4
 Hit Effect: Halftusk may use Two Punch this turn as a bonus action.

Two Punch 1 4 5
 Hit Effect: Halftusk may move up to 1 hex.

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FROGLODYTES
 FOLLOWERS OF HALFTUSK

Feel the Power - - -
 This skill may be used only while on an objective hex.  

Hop - - -
 You may place each Froglodyte in a hex up to 2 hexes from its current hex.

Tear-Twisted
 Froglodytes may enter objective hexes.

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FROGLODYTES
 FOLLOWERS OF HALFTUSK

Tongue Tow 2 - -
 Move a friendly banner that is within range up to 1 hex toward this Froglodyte.

Tongue Lash 2 5 -
 Hit Effect: Move target up to 1 hex toward this Froglodyte.

Tear-Twisted
 Froglodytes may enter objective hexes.

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