

HALFTUSK



The Great Tusk

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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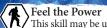
Remove up to 2 of Halftusk's wounds.

1 6 4 One Punch 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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This skill may be used only while on an objective hex.



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

Tear-Twisted

Froglodytes may enter objective hexes.





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



Tongue Lash

Hit Effect: Move target up to 1 hex toward this Froglodyte.

Tear-Twisted

Froglodytes may enter objective hexes.





