



Clash phase only. Skullbreaker may make up to 3 skill actions.

Slaver Champion

A slayer moves the turn token +1 step when they knock out an enemy champion.

Out Of My Way!

Skullbreaker may move through small followers' hexes but cannot end his movement on those hexes.

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SKULLBREAKER

Slayer Champion

A slayer **1** moves the turn token +1 step when they knock out an enemy champion.

Out Of My Way!

Skullbreaker may move through small followers' hexes but cannot end his movement on those hexes.

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I Smell Blood...

Skullbreaker's Jawblade skill gains +4 🚯 and "Hit Effect: The target gains 1 wound." this activation.



Go For The Belly!

Skullbreaker's Jawblade skill gains +2 🔯 and "Hit Effect: Move target up to 2 hexes." this activation.

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Jawblade

After using this skill, Skullbreaker gains 🚱.

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Rush

Choose a hex. Each Tooth Bearer in that hex may move up to 2 hexes.



Feral Howl

This skill has +1 🚱 for each Tooth Bearer adjacent to the target. Hit Effect: 2.

Set Up The Boss!

When a Tooth Bearer damages an enemy, Skullbreaker may gain a boon of your choice or move 1 hex.

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Hit Effect: The target gains 1 wound.



Set Up The Boss!

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