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.

Footwork
Move up to 1 hex.

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

Tongue Lash
Move a friendly banner that is within range up to 2 hexes from its current hex.

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.

Regenerate
Remove up to 2 of Halftusk’s wounds.

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

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

Footwork
2

Feint
2

Tongue Lash
2

Tear-Twisted
Froglodytes may enter objective hexes.