

Name: *SLAUGHTERFISH* [Veteran]

HP: /45

Toughness: 6

Resistance: 4

Rank: Grunt

Type: Beast

Flow: 3 Size: 1x1

DEFAULT CHARACTERISTICS

Territorial: Does not Move unless a Hero is within 7 Squares.

Tunnel Vision: Moves toward nearest Hero.

Immediacy: Attacks nearest Hero.

Natural Environment: Immune to Concentrated Miasma (Local Field Effect).




OPTIONAL MODIFIERS

Aetherfeast: Moves toward and Attacks Hero with highest Resistance.

Name	Type	Range	Effect
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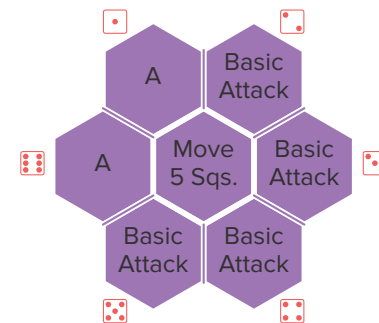
BASIC ACTIONS

[Storyteller only] Actions per Turn: 2

Bite vs 	Melee	1	Deal 1d10 + 5 Damage vs  . Hero suffers 2 Stacks of VULNERABILITY vs  .
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SPECIAL ABILITIES

Shoaling Pod	A	5	Remove this Foe and another Slaughterfish within Range from the Encounter. Replace them with 1 Veteran Slaughterswarm with full HP.
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TURN BLOCK:

1. Read the Default Characteristics. You may also use the Optional Modifiers if you wish.
2. Roll 1d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.