

## Wandering Giant

6

Creature — Huge (60mm+)



**Passive:** when entering base contact with an enemy via movement, Push(2) that unit.

**[A]** 2 AP, CD 3: Boulder Throw — target a point within 6". Deal 3 damage to all units within 2" of that point and Push(2) them. Create a blocking terrain (rubble, circle 1" diameter) at the impact point

ATK 6

HP 10

SPD 5"

AP 2