



# BULTUNGIN

4  
COST

5  
DF

7  
SP

4  
WP

2  
SZ



Minion (3), Beast, Living ♦ Fae

🛡️ **Combat Finesse:** When this model is targeted with a *///* action, the attacking model's duel cannot be cheated.

**Deadly Pursuit:** During the end phase, this model may move up to 4".

**Smell the Kill:** After this model resolves the **Interact** action, a friendly beast may move up to 3" toward this model.



# BULTUNGIN

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Rootfang</b>	∥1"	5	<b>Df</b>	-	1

If the target is in base contact with severe terrain, this action receives a 🗡️.

🦋 **Coordinated Attack:** Another friendly model may declare a ∥ action targeting the same model.

🦋 **Pick the Bones:** After killing, this model may declare the **Interact** action after resolving the current action.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
<b>Baying Howl</b>	6"	0	-	5	-

Target must pass a TN 11 **Wp** duel or gain an **Adversary** token. Then, move another friendly beast within range up to 3".

📖 **Draw Out Secrets:** Make a Scheme marker in base contact with the target.