



BASHE

10
COST

4
DF

5
SP

6
WP

3
SZ

Unique, Beast, Versatile • December

🛡️ **Juggernaut:** This model reduces all damage dealt to it to 3 (if more than 3).

🍖 **Starved for Warmth:** If an enemy within 4" would gain a **Slow** token but cannot because it already has one, deal 1 damage to it.

👹 **Terrifying:** Enemy attack actions that target this model suffer a 🗑️ to their duel.

1 2 3 4 5 6 7 8 9 10 11 12 13 14

BASHE

Attack Actions

| | Rg | Skl | Rst | TN | Dmg |
|----------------------|-----|-----|-----------|----|-----|
| Ravenous Bite | ∕2" | 6 | Df | - | 4 |

☞ **Tear Off a Bite:** This model heals 2.

📖 **Chill:** Models damaged by this action gain a **Slow** token.

☛ **Execute:** The target may either discard a card or drain a ♠. If it does neither, it is killed.

Tactical Actions

| | Rg | Skl | Rst | TN | Dmg |
|-------------------------|----|-----|-----|----|-----|
| ☛ Eternal Hunger | 6" | 0 | - | 6 | - |

Once per activation. Target a marker. If the target is a Remains marker, this action receives +☞ to its final duel total. Move this model 6" toward the target. If this model ends the move in base contact with the target, remove the target.

☞ **Tear Off a Bite:** This model heals 2.

📖 **Icy Display:** Enemy models within (X)2" of this model must pass a TN 11 **Df** duel or gain a **Slow** token.

☛ **Reposition:** Move this model up to 3".

☛ **Regurgitate:** Make a Scheme marker in base contact with this model.