



TOAST

6
COST

5
DF

5
SP

5
WP

2
SZ

Unique, Living, Undead, Versatile • Infamous, Jockey



Ramming Speed: This model's \mathbb{W} actions generated by the **Charge** action receive +1 **Skl** and any one suit to its final duel totals.

You Take the Wheel: Once per turn. After this model resolves the **Walk** action, it may discard a card to declare the **Interact** action, ignoring engagement. This **Interact** action may target a marker with enemies in base contact with it.

TOAST

Attack Actions

	Rg	Skl	Rst	TN	Dmg
--	----	-----	-----	----	-----

Catch in the Treads

�名 1" 6 Df - 2

If this action was generated by the **Charge** action, it deals +1 damage.

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

Flamethrower

火 10" 5 Sp - 2

Enemy models within 1" of the target gain a **Burning** token.

• **Critical Strike:** When resolving, this action deals +1 damage to the target.

• **Rampage:** Move this model 5", ignoring enemy models. Models moved through this way must pass a TN 13 Sp duel or be dealt 1 damage.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
--	----	-----	-----	----	-----

All-Terrain Turtle

- 0 - 6 -

Move this model 4", ignoring models and terrain. Models moved through this way must each pass a TN 12 Df duel or be dealt 1 damage.