

# BISECTION



COST

4

DF

5

SP

4

WP

2

SZ

Minion (2), Undead, Construct ♦ Experimental, Transmortis

**Demise (Quartered):** After this model is killed, it heals 2 and is replaced with two Last Bites.

☛ **Resilient:** Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).

# BISECTION

## Attack Actions

Rg Skl Rst TN Dmg

### Faces in the Ooze

//1" 5 Df - 1

If this model and the target have any matching suits in their final duel totals, this action receives a raise.

☞ **Final Nibble:** Deal 1 damage to an enemy model within 1" of this model.

## Tactical Actions

Rg Skl Rst TN Dmg

### Oozing Mass

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*Once per activation.* Move this model 6" in any direction, ignoring models and terrain. Enemy models moved through this way gain a **Poison** token.