



BISECTION

- COST

4
DF**5**
SP**4**
WP**2**
SZ

Minion (2), Undead, Construct • Experimental, Transmorts

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
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Faces in the Ooze	≤ 1"	5	Df	-	1
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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
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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.