



TEDDY

10
COST

5
DF

5
SP

5
WP

3
SZ



Unique, Versatile • Nightmare

Regeneration: When this model activates, it heals 1.

• Terrifying: Enemy attack actions that target this model suffer a \ominus to their duel.



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13

TEDDY

Attack Actions Rg Skl Rst TN Dmg

Heavy Rake

2" 6 Df - 4

- ◆ **Mortal Strike:** When resolving, damage dealt is irreducible.
- ◆ **Bowled Over:** Move the target 4" away, then move this model 4" toward the target.
- ◆ **Execute:** The target may either discard a card or drain a ♦. If it does neither, it is killed.

Here Comes Teddy!

8" 6 Wp 12 -

This action may target friendly models. Target is moved 5" away from this model. For each raise this action receives, this model may move up to 5".

- ◆ **Delay:** Target gains a **Slow** token.

Tactical Actions

Rg Skl Rst TN Dmg

New Stuffing

3"

Kill a friendly model within range. This model heals 3.