DESOLATION ENGINE

9 COST

4 DF

6 SP

4 WP

3 SZ

Unique, Construct, Undead · Amalgam

Blind Rage: *Once per activation.* After resolving an attack targeting this model which received one or more raises, this model may drain a ◊ to declare an action.

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

Ruthless: This model ignores the 🛡 abilities of other models.

◊ 1 2 3 4 5 6 7 8 9 10 11 12 13

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Attack Actions

	Rg	Skl	Rst	TN	Dmg
Desolate Warping	◊2"	6	**Df**	-	3

Damage from this attack is irreducible. If the target is not a peon and is killed, this model may summon an Abomination within 1" of it.

- ☗ ***Shrug Off:*** Remove one token from this model.
- ☗ ***Knock Aside:*** Move the target up to 3".
- ☗ ***Severe Injury:*** When resolving, if the target has an **Injured** token, deal +1 damage to it. Otherwise, it gains an **Injured** token.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
⚑ **Draw Essence**	6"	0☗	-	3	-

Ally only. Remove all tokens from the target. This model gains all tokens removed in this way.

- ☗ ***Consume:*** *Friendly only. Kill the target.* This model heals an amount equal to the target's health.

	Rg	Skl	Rst	TN	Dmg
⚑ **Spittle-Flecked Roar**	⋎2"	0	-	6	-

Enemy models within range must pass a TN 13 **Wp** duel or gain a **Slow** token and be dealt 1 damage.

- ☗ ***Sudden Strike:*** This model may declare a ◊ action.

50 mm