



# TOAST

6  
COST

5  
DF

5  
SP

5  
WP

2  
SZ

Unique, Living, Undead, Versatile ♦ Infamous, Jockey



**Ramming Speed:** This model's // 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.

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## Attack Actions

**Rg** **Skl** **Rst** **TN** **Dmg**

### Catch in the Treads

⌘ 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

🔥 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.