



CRUMB

- COST

5
DF

5
SP

6
WP

2
SZ



Totem, Unique, Living • Brood

Manipulative: If this model has not yet activated this turn, enemy models may not cheat fate in opposed duels with this model.

Attack Actions Rg Skl Rst TN Dmg

Probing Question	†8"	6	Wp	-	2
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If this action receives a raise, an enemy model within 1" of the target gains an **Entranced** token.

• **Siphon Life:** When resolving, this action deals +1 damage and this model heals 1.

• **Accursed Blood:** Remove a **Glutted** token. When resolving, deal +2 damage.

Tactical Actions Rg Skl Rst TN Dmg

Wild Rampage	8"	0	-	6	-
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Ally only. Once per activation. Move the target up to 5" in a straight line, ignoring models. Deal 1 damage to models moved through this way. Then, deal 1 damage to the target.

• **"I Meant to Do That!"**: After failing, the next action this model declares this activation receives +2 **Skl**.

Resupply

Once per turn. Draw up to two cards from this model's discard pile with values of 1-5.