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COST

# RAZORSPINE RATTLER

5  
DF6  
SP5  
WP3  
SZ*Totem, Unique, Beast • Chimera*

**Expert Climber:** Once per activation. This model may ignore vertical distance while resolving the **Walk** or **Charge** action.

**Futile Struggle:** Enemy models engaged with this model may not move from effects other than the **Walk** action.

**¶ Terrifying:** Enemy attack actions that target this model suffer a  $\square$  to their duel.

# RAZORSPINE RATTLER

Attack Actions	Rg	Skl	Rst	TN	Dmg
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<b>Serpent Strike</b>	1"	6	Df	-	1
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◆ **Puncture:** When resolving, this attack receives one additional raise.

◆ **Stagger:** Target gains a **Staggered** token.

<b>Scaly Embrace</b>	6"	5	Df	10	-
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*This action may target friendly models.* Place the target into base contact with this model.

◆ **Divination:** *Enemy only.* Make a Scheme marker in base contact with the target.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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<b>♦ Resupply</b>	-	-	-	-	-
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*Once per turn.* Draw up to two cards from this model's discard pile with values of 1-5.

<b>♦ Ambush</b>	-	-	-	-	-
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*If this model is not in concealing terrain, it must discard a card.* This model moves up to its **Sp**, unaffected by severe terrain.