



ZOMBIE CHIHUAHUA

- COST

6
DF**6**
SP**4**
WP**1**
SZ

Unique, Totem, Undead, Beast • Experimental

Horrific Odor: When this model ends its activation, this model may have enemy models within 12" gain a **Poison** token.

Nose for Decay: After a Remains marker is made within 6", this model may move up to 6" toward the marker.

ZOMBIE CHIHUAHUA

Attack Actions	Rg	Skl	Rst	TN	Dmg
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Gnashing Bite	1"	6	■■■	Df	-	2
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Target gains a **Poison** token.

■ **Grab On:** Target gains a **Slow** token. End this model's activation.

❖ **Rigor Mortis Chomp:** Deal 3 damage to the target, then kill this model.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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† Rancid Smell	-	0	-	3	-
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This model gains an **Aura (Fumes)** token.

† Spare Parts	-	-	-	-	-
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*This action may not be declared if this model has a **Slow** token. Kill this model. Draw two cards and then discard one. Enemy models within (X)4" gain a **Poison** token.*