

4
COST

BULTUNGIN

5
DF7
SP4
WP2
SZ

Minion (3), Beast, Living • Fae

Combat Finesse: When this model is targeted with a action, the attacking model's duel cannot be cheated.

Deadly Pursuit: During the end phase, this model may move up to 4".

Smell the Kill: After this model resolves the **Interact** action, a friendly beast may move up to 3" toward this model.



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BULTUNGIN

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Rootfang	4"	5	Df	-	1

If the target is in base contact with severe terrain, this action receives a +.

• **Coordinated Attack:** Another friendly model may declare a // action targeting the same model.

• **Pick the Bones:** After killing, this model may declare the **Interact** action after resolving the current action.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
Baying Howl	6"	0	-	5	-

Target must pass a TN 11 **Wp** duel or gain an **Adversary** token. Then, move another friendly beast within range up to 3".

• **Draw Out Secrets:** Make a Scheme marker in base contact with the target.