



OLD HOB

10
COST

5
DF

6
SP

5
WP

3
SZ



Unique, Construct, Versatile

☞ **Armor:** *Once per activation.* This model may reduce damage dealt to it by 1.

It's Raining Corpses: After this model suffers damage, make a Remains marker within 6".



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OLD HOB

Attack Actions

Rg Skl Rst TN Dmg

Corpse Removal Claw //2" 6 Df - 3

Place the target anywhere within 3" of its current location.

☞ **Puncture:** When resolving, this attack receives one additional raise.

☞ **Dismember:** Make a Remains marker into base contact with the target.

☞ **Infect:** Target gains a **Poison** token.

Tactical Actions

Rg Skl Rst TN Dmg

Full-Blown Meltdown (X)6" 0 - 4 -

Enemy models within range must each pass a TN 11 **Wp** duel or gain a **Slow** token.

◆ **What a Lovely Day:** *Once per activation.*
Friendly models within range heal 1.

↓ **Corpse Picker** (X)6" 0 - 4 -

If there is at least one Remains marker within range, this model heals 2. If there are two or more Remains markers within range, attach the Lethal Tantrum upgrade to this model.

📖 **Gory Remains:** Make a Scheme marker within range.