



COST

RASPUTINA

ABOMINABLE

6

DF

6

SP

5

WP

2

SZ

Master, Unique, Living • December

Winter's
Wrath

Mara

❖ **Absolute Zero:** After an enemy model resolves a // action targeting this model, this model may drain a ♦ to end the attacker's activation.

Creeping Ice: Enemy models in base contact with a friendly Ice Pillar marker within 6" may only move with the **Walk** action, or from an effect controlled by this crew.

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12

RASPUTINA

Abominable

Attack Actions

Rg Skl Rst TN Dmg

Freezing Strikes

* 6 Df - 3

When this action is declared, choose if it has a range of 1" or 6".

❖ **Stumble:** When resolving, if the target has a **Staggered** token, deal +1 damage to it. Otherwise, it gains a **Staggered** token.

❖ **Convulsions:** Move the target up to 3". Then, the target must either discard a card or this model may move it up to 3".

Entomb in Ice

6" 6 Sp - 1

Make an Ice Pillar marker within 1" of the target. This model may drain a ♦. If it does so, make up to two additional markers within 3" of the first.

♦ **Harsh Winter:** Enemy models within (X)1" of any of the made markers gain **Staggered** and **Hunger** tokens.

☞ **My Loyal Servant:** Another friendly model within 3" of the target heals 1.

Tactical Actions

Rg Skl Rst TN Dmg

Form From Ice

12" 0 - * -

Once per turn. Target a friendly Ice Pillar marker completely on the enemy table half. Summon an allied minion in base contact with the target, then remove the target.