



# LAST BITE

- COST

**4**  
DF

**0**  
SP

**4**  
WP

**1**  
SZ



Minion (4), Undead, Construct • Experimental, Transmorts

**Companion:** After a friendly model within 6" ends its activation, if this model has not activated this turn, it may discard a card to do so.

**Don't Turn Your Back:** Enemy models that activate engaged with this model may not declare the **Interact** action until the end of their activation.

# LAST BITE

## Attack Actions      Rg Skl Rst TN Dmg

<b>Projectile Vomit</b>	†8"	5	<b>Sp</b>	-	1
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If this action receives a raise, deal 1 damage to an enemy model within 2" of the target. Models damaged by this action gain a **Poison** token.

## Tactical Actions      Rg Skl Rst TN Dmg

<b>Oozing Mass</b>	-	-	-	-	-
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*Once per activation.* Move this model 6" in any direction, ignoring models and terrain. Enemy models moved through this way gain a **Poison** token.