



# BASHE

10  
COST

4  
DF

5  
SP

6  
WP

3  
SZ

*Unique, Beast, Versatile • December*

🛡 **Juggernaut:** This model reduces all damage dealt to it to 3 (if more than 3).

**Starved for Warmth:** If an enemy within 4" would gain a **Slow** token but cannot because it already has one, deal 1 damage to it.

⚔ **Terrifying:** Enemy attack actions that target this model suffer a ⚡ to their duel.

**Attack Actions**      Rg    Skl    Rst    TN    Dmg

<b>Ravenous Bite</b>	6"	6	Df	-	4
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- ¶ **Tear Off a Bite:** This model heals 2.
- **Chill:** Models damaged by this action gain a **Slow** token.
- ❖ **Execute:** The target may either discard a card or drain a ♦. If it does neither, it is killed.

**Tactical Actions**      Rg    Skl    Rst    TN    Dmg

<b>Eternal Hunger</b>	6"	0	-	6	-
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*Once per activation. Target a marker. If the target is a Remains marker, this action receives +¶ to its final duel total. Move this model 6" toward the target. If this model ends the move in base contact with the target, remove the target.*

- ¶ **Tear Off a Bite:** This model heals 2.
- **Icy Display:** Enemy models within (X)2" of this model must pass a TN 11 **Df** duel or gain a **Slow** token.
- ❖ **Reposition:** Move this model up to 3".
- ❖ **Regurgitate:** Make a Scheme marker in base contact with this model.