



SNOW STORM

9
COST

6
DF

6
SP

6
WP

3
SZ

Henchman, Unique, Living, Beast • December

Hypothermia: When an enemy model within 3" declares an action due to a trigger, this model may drain a ♦ to cause that action to immediately fail.

Tundra Hunter: While within 2" of a friendly Ice Pillar marker, this model receives a + to all duels.

SNOW STORM

Attack Actions

Rg Skl Rst TN Dmg

Gnawing Emptiness //1" 6 Wp - 3

If the target has a friendly **Hunger** token, it suffers a ☐ to resist this attack.

☞ **Always Eating:** Remove a marker within 2" of the target. Draw a card.

☞ **Shove Aside:** Once per activation. Move the target 4". Then, this model moves up to 4" and may declare a // action targeting a different model.

☞ **Desperation:** Target must discard a card or gain a **Hunger** token.

↓ **Ice Blast** †14" 6 Df - 2

If this action receives a raise, the target gains a **Staggered** token.

📖 **Vantage Point:** Enemy only. Make a Scheme marker anywhere in the area between this model and the target.

☞ **Delay:** Target gains a **Slow** token.

Tactical Actions

Rg Skl Rst TN Dmg

Ice Tornado 12" 0 - 6 -

Make an Ice Pillar marker within range. Enemy models within (X)3" of the made marker must pass a TN 13 **Sp** duel or be dealt 2 damage.

♦ **Thrive in Winter:** Friendly non-living models within (X)3" of the made marker may move up to 4".