



ORDER INITIATE

5
COST

5
DF

6
SP

5
WP

2
SZ



Minion (3), Beast, Living • Chimera

Aspect of the Beast: After this model is deployed, attach a Mutation upgrade to it.

Stampede: After this model ends a **Charge** action in base contact with any other models, it may deal 1 damage to itself. If it does so, deal 1 damage to all other models in base contact with this model.

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Attack Actions

Rg Skl Rst TN Dmg

Sharp Claws

//1" 5 Df - 1

This attack has a raise value of 3.

☞ **Tear Off a Bite:** This model heals 2.

☛ **Pack Mentality:** Another friendly beast within range may move up to 3".

Tactical Actions

Rg Skl Rst TN Dmg

Aspects of the Wild

- - - - -

Discard a Mutation upgrade, if able. Attach a Mutation upgrade to this model.

Call of the Wild

6" 0 - 7 -

Ally or friendly beast only. Move the target up to its Sp.

📖 **Fortify:** Target gains a **Shielded** token.

☛ **Prioritize:** Draw a card of value 3 or less from your discard pile.