SEBASTIAN

9 COST

6 DF

6 SP

5 WP

1 SZ

Unique, Henchman, Living · Experimental

Catalyst: When an enemy model with a friendly **Poison** token activates within 3", deal 1 damage to it.

"Not Leavin', Are Ya?": After an enemy model resolves an action that caused it to leave engagement with this model, it gains a **Poison** token. If that enemy has a friendly **Poison** token, it is dealt 1 damage instead.

🛡 **Resilient:** Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).

1 2 3 4 5 6 7 8 9 10 11 12

SEBASTIAN

Attack Actions	Rg	Skl	Rst	TN	Dmg
Rusty Bone Saw	⚔2"	6⊞	**Df**	-	3

- ⬥ *Got Your Nose:* After killing, this model or a friendly master may place into base contact with an enemy model within 6" of its current location.
- ⊞ *Biofuel: Remove a friendly **Poison** token from the target.* Declare this action again.
- ☙ *"Found the Tumor":* Summon a Little Gasser in base contact with the target.

Vial of Goo	✣8"	6	**Sp**	-	1

The target gains a **Poison** token.

- ⊞ *That Smells Foul:* Enemy models within (�养)2" of the target must pass a TN 11 **Wp** duel or gain a **Poison** token. This model may move models that gain a token this way up to 3".

Tactical Actions	Rg	Skl	Rst	TN	Dmg
� **Gather Parts**	4"	0	-	4	-

Target an ally or a Remains marker. Place this model in base contact with the target. Then, if this action targeted a marker, remove the target and gain a **Focused** token.

30 mm