



FLUFFERNUTTER

3
COST

5
DF

6
SP

4
WP

2
SZ

Unique, Living, Beast, Versatile • Wizz-Bang, Jockey



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

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
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Double Hit	6"	4	Df	-	1
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This action deals damage twice.

• **Reposition:** Move this model up to 3".

• **"I Meant to Do That!"**: After failing, the next action this model declares this activation receives +2 Skl.

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

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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Carrot Cake Quake	6"	0	-	6	-
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Once per activation. Enemy models within (1)2" of the target are dealt 1 damage.