



# CRUMB

-  
COST

5

DF

5

SP

6

WP

2

SZ

*Totem, Unique, Living • Brood*

**Manipulative:** If this model has not yet activated this turn, enemy models may not cheat fate in opposed duels with this model.

# CRUMB

## Attack Actions

Rg Skl Rst TN Dmg

### Probing Question

† 8" 6 Wp - 2

If this action receives a raise, an enemy model within 1" of the target gains an **Entranced** token.

☞ **Siphon Life:** When resolving, this action deals +1 damage and this model heals 1.

☞ **Accursed Blood:** Remove a **Glutted** token. When resolving, deal +2 damage.

## Tactical Actions

Rg Skl Rst TN Dmg

### † Wild Rampage

8" 0 - 6 -

*Ally only. Once per activation.* Move the target up to 5" in a straight line, ignoring models. Deal 1 damage to models moved through this way. Then, deal 1 damage to the target.

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

### ♦ Resupply

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*Once per turn.* Draw up to two cards from this model's discard pile with values of 1-5.