



BLOOD AND HUNGER

Rasputina, Winter's Teeth



Friendly December models gain the following abilities:

December's Hunger: After killing an enemy model within 2" of a friendly Ice Pillar marker, the enemy infuses no ♦ and this model heals 1.

Famine: After this model receives a raise in an opposed duel, the opposing model gains a **Hunger** token.

Friendly December models gain the following action:

Tactical Action	Rg	Skl	Rst	TN	Dmg
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‡ Grim Feast	4"	0 ♠	-	5	-
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Target a Remains marker. Place this model in base contact with the target, then remove the target. This model heals 2.

♠ **Unaccountably Peckish:** Enemy models within (X)4" must pass a TN 11 **Wp** duel or gain a **Hunger** token.



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Markers

Ice Pillar: Ht 5, blocking, impassable. Models within 2" of this marker suffer -1 to their duel totals during their activation.

Tokens

Hunger: When this model ends its activation, it must deal 1 damage to another of its allies within 1" to remove this token, or deal 1 damage to itself.

Shielded: When this model is dealt non-irreducible damage, it must remove this token to reduce that damage by 1. This token may reduce damage to 0.

Slow: Reduce this model's action limit by 1 (to a minimum of 1). When this model ends its activation, remove this token. Canceled by **Fast**.

Staggered: This model suffers -2 **Sp** and cannot be moved by other enemy models. When this model ends its activation, remove this token. Canceled by **Hastened**.