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COST

## RAZORSPINE RATTLER

5

DF

6

SP

5

WP

3

SZ



Totem, Unique, Beast • Chimera

**Expert Climber:** *Once per activation.* This model may ignore vertical distance while resolving the **Walk** or **Charge** action.

**Futile Struggle:** Enemy models engaged with this model may not move from effects other than the **Walk** action.

♣ **Terrifying:** Enemy attack actions that target this model suffer a ♢ to their duel.



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# RAZORSPINE RATTLER

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Serpent Strike</b>	⌘1"	6	<b>Df</b>	-	1

☞ **Puncture:** When resolving, this attack receives one additional raise.

⚔ **Stagger:** Target gains a **Staggered** token.

	Rg	Skl	Rst	TN	Dmg
<b>Scaly Embrace</b>	✦6"	5	<b>Df</b>	10	-

*This action may target friendly models. Place the target into base contact with this model.*

📖 **Divination:** *Enemy only.* Make a Scheme marker in base contact with the target.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
♦ <b>Resupply</b>	-	-	-	-	-

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

	Rg	Skl	Rst	TN	Dmg
‡ <b>Ambush</b>	-	-	-	-	-

*If this model is not in concealing terrain, it must discard a card.* This model moves up to its **Sp**, unaffected by severe terrain.