BÊTE NOIRE

8 COST

6 DF

7 SP

5 WP

2 SZ

Unique, Undead ◆ Redchapel

Diving Charge: This model's **Charge** action may be declared while engaged.

Fade Away: *Once per activation.* When resolving an action that targeted and damaged this model, this model may drain a ◗ to reduce any damage dealt by 2. Then this model may place into base contact with a model with an **Aura (Concealment)** token with 12".

◗ 1 2 3 4 5 6 7 8 9 10 11

BÊTE NOIRE

Attack Actions	Rg	Skl	Rst	TN	Dmg
Paired Knives	⚔1"	6	**Df**	-	2

This attack has a raise value of 3.

- ⚑ *Onslaught:* Declare this action again, targeting the same model.
- ▦ *Poisoned Fate:* When resolving, the target must discard a card or this action deals +2 damage.
- ❧ *Mutilate:* When resolving, if the target has a **Slow** token, deal +1 damage. Otherwise, it gains a **Slow** token.
- ❧ *Dismember:* Make a Remains marker in base contact with the target.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
⚑ **Materialize in Blood**	4"	0	-	6	-

Target a Remains marker. Place this model in base contact with the target. Then, remove the target and this model may declare the **Charge** action.

- ⚑ *The Fog Rises:* This model gains an **Aura (Concealment)** token.

30 mm