



SNOW STORM

9
COST6
DF6
SP6
WP3
SZ

Henchman, Unique, Living, Beast • December



Hypothermia: When an enemy model within 3" declares an action due to a trigger, this model may drain a ♦ to cause that action to immediately fail.

Tundra Hunter: While within 2" of a friendly Ice Pillar marker, this model receives a + to all duels.



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SNOW STORM

Attack Actions	Rg	Skl	Rst	TN	Dmg
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Gnawing Emptiness	1"	6	Wp	-	3
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If the target has a friendly **Hunger** token, it suffers a - to resist this attack.

¶ **Always Eating:** Remove a marker within 2" of the target. Draw a card.

¶ **Shove Aside:** Once per activation. Move the target 4". Then, this model moves up to 4" and may declare a / action targeting a different model.

¶ **Desperation:** Target must discard a card or gain a **Hunger** token.

Ice Blast	14"	6	Df	-	2
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If this action receives a raise, the target gains a **Staggered** token.

■ **Vantage Point:** Enemy only. Make a Scheme marker anywhere in the area between this model and the target.

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

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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Ice Tornado	12"	0	-	6	-
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Make an Ice Pillar marker within range. Enemy models within (1)3" of the made marker must pass a TN 13 **Sp** duel or be dealt 2 damage.

♦ **Thrive in Winter:** Friendly non-living models within (1)3" of the made marker may move up to 4".