



# TEDDY

10  
COST

5  
DF

5  
SP


5  
WP

3  
SZ



Unique, Versatile ♦ Nightmare

**Regeneration:** When this model activates, it heals 1.

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

1

2

3

4

5

6

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8

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10

11

12

13

# TEDDY

## Attack Actions

Rg Skl Rst TN Dmg

### Heavy Rake

//2" 6 Df - 4

♦ **Mortal Strike:** When resolving, damage dealt is irreducible.

⚔ **Bowled Over:** Move the target 4" away, then move this model 4" toward the target.

⚔ **Execute:** The target may either discard a card or drain a ♦. If it does neither, it is killed.

### Here Comes Teddy!

↗8" 6 Wp 12 -

*This action may target friendly models. Target is moved 5" away from this model. For each raise this action receives, this model may move up to 5".*

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

## Tactical Actions

Rg Skl Rst TN Dmg

### New Stuffing

3" - - - -

*Kill a friendly model within range. This model heals 3.*