

BARBARDOS

9

COST

*Henchman, Living**Versatile***NEPHILIM, RETURNED**6
DF5
WP

FACTION

5
Mv2
Sz

ABILITIES

ARMOR +1: Reduce all damage suffered by this model by +1.**BLACK BLOOD:** After this model suffers damage from an Action or Trigger, every model within (1)1 suffers 1 damage. This model ignores damage caused by **Black Blood**.**BROODFIGHTER:** When this model Activates it Heals 1. If this would Heal this model in excess of its Maximum Health, it may have any friendly model within (1)4 move up to 2".**CAUGHT IN THE RING:** Models engaged by this model cannot target other models with Attack Actions.**DF (X) CAGE FIGHTER:** If this Action is a (X) Action, the Attacking model suffers 2/3/4 damage, which cannot be Cheated.**NEPHILIM LOYALIST:** This model cannot be hired into crews containing Nekima.

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HEALTH

BARBAROS

ATTACK ACTIONS

RG STAT RST TN

MACUAHUITL

1" 6W Df -

Target suffers 2/4/5 damage.

¶ **Critical Strike:** When resolving, the target suffers +1 damage for each ¶ in this Action's final duel total (to a maximum of +2).

¶ **Shove Aside:** Once per Activation. Push the target 4" away from this model. Then, this model may Push up to 4" and declare a // Action targeting a different model.

BRING IT

12" 5 Wp 13

Target moves its Mv +2" toward this model. Then, the target must take a // Action that cannot declare Triggers targeting this model, if able. Any damage flips from the generated Action suffer a □.

TACTICAL ACTIONS

RG STAT RST TN

BLOOD FOR BLOOD

- 5 - 10

This model suffers 1 damage.