



# NEIL HENRY

7  
COST5  
DF6  
SP6  
WP2  
SZ*Henchman, Unique, Living • Foundry*

**Nail Down:** When this model is within 2" of a Scrap marker, it receives a + to its actions.

**Resilient:** Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).

**Rush:** While resolving the Charge action, increase the distance this model moves by up to +2".

# NEIL HENRY

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Steel Driver</b>	6"	7	Df	-	2
• <b>Critical Strike:</b> When resolving, this action deals +1 damage to the target.					
• <b>Knock Aside:</b> Move the target up to 3".					
• <b>Reinforce Plate:</b> A friendly model within 1" of the target gains either a <b>Bolstered</b> or <b>Shielded</b> token.					
• <b>Stunning Strike:</b> Target gains a <b>Stunned</b> token.					

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
<b>Gandy Dancer</b>	6"	0	-	6	-
Another ally only. The target declares the <b>Walk</b> action.					
• <b>Reposition:</b> Move this model up to 3".					
• <b>Forewarned:</b> This model gains a <b>Bolstered</b> token.					