



MOBILIZE THE WATCH

Dashel Barker, *The Old Guard*



Friendly Guard models gain the following ability:

Bloody Promotion: After this model kills an enemy model, it may gain a **Promoted** token.

Friendly unique Guard models and friendly Guard models with a **Promoted** token gain the following actions:

Attack Action

	Rg	Skl	Rst	TN	Dmg
‡ Restraint	6"	6	Df	-	2

*This model may remove a **Promoted** token to add a suit to this action's duel total.*

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

Tactical Action

	Rg	Skl	Rst	TN	Dmg
‡ "At Attention!"	6"	0	-	5	-

Ally only. Target moves up to 3" and declares the **Prepare** action.



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Tokens

Bolstered: This model receives +1 to its **Df** and **Wp**. During the end phase, remove this token. Canceled by **Injured**.

Entranced: This model's actions that target a friendly model cannot be cheated. After this model resolves an action targeting a friendly model, remove this token.

Injured: This model suffers -1 to its **Df** and **Wp**. During the end phase, remove this token. Canceled by **Bolstered**.

Promoted: If this model is non-unique it receives +1 **Skl** when declaring attack actions.

Slow: Reduce this model's action limit by 1 (to a minimum of 1). When this model ends its activation, remove this token. Canceled by **Fast**.

Summon: This model may not declare the **Interact** action. This model does not infuse a ♦ for its crew when it is killed. This token cannot be removed.