



HAYREDDIN

8

COST

6

DF

6

SP

6

WP

2

SZ

Henchman, Unique, Living • Brood

Flight: This model ignores terrain and other models while moving.

☛ **Hard to Kill:** When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

Revitalizing Ichor: During enemy activations, after a friendly model within 8" is within range of a friendly (X) generated by **Black Blood**, it may heal 1.

HAYREDDIN

Attack Actions

Rg Skl Rst TN Dmg

Combat Staff //1" 6 Df - 3

☞ **Blood for Blood:** Deal 1 damage to this model. Any enemy models within range of the **Black Blood** (X) that cannot gain an **Injured** token because they already have one are dealt 1 damage.

☞ **Accursed Blood:** Remove a **Glutted** token. When resolving, deal +2 damage.

Corrupted Shotgun 8" 6 Df - 3

Deal 1 damage to enemy models within (X)1" of the target.

♦ **Necrotic Charge:** When resolving, damage dealt from this action is irreducible, and another ally within range may count as having made the attack for its **Relish in Blood** ability.

☞ **Blood Spray:** An ally within 2" of the target gains a **Glutted** token.

☞ **Life from Blood:** Target gains a **Broodling** token.

Tactical Actions

Rg Skl Rst TN Dmg

↓ **Black Blood Pustule** 12" 0 - 5 -

Target a friendly model with **Black Blood**. Resolve the target's **Black Blood** ability as if it had just suffered damage, and increase the (X) it generates by +1".

☞ **Meat for the Young:** An ally within 6" gains a **Glutted** token.