KETT

8 COST

6 DF

7 SP

5 WP

2 SZ

Henchman, Unique, Living, Construct · Bygone

Horizon's Call: If this model has a **Shielded** token, it may ignore terrain and other models while moving.

Knockback: After resolving a ⚔ action targeting this model, this model may move the attacking model up to 3".

Scout Ahead: After deployment zones are chosen, choose an enemy non-master model without **From Shadow**. The chosen model deploys now rather than during deployment.

◆ 1 2 3 4 5 6 7 8 9 10 11

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Whirling Staff	〰2"	6	**Df**	-	2

*This model may remove a **Shielded** token from itself. If it does so, this action receives a ⚊.*

- ⬧ ***Vortex of Protection:*** Allies within 2" of this model gain a **Shielded** token.
- ⚑ ***Devastating Strike:*** When resolving, reduce this action's raise value to 3.
- 📖 ***Force of Repulsion:*** Move the target up to 3". If the target ends the move in base contact with another model or terrain, it is dealt 1 damage.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
⚡ **Alter Gravity**	✦8"	0	-	6	-

Choose either toward or away. Make a Scheme marker within range. Models within (✕)2" of the made marker must pass a TN 13 **Sp** duel or be moved up to 2" in the chosen direction from the made marker. Then, remove the made marker.

- ⚑ ***Crushing Vector:*** When resolving, enemy models that failed to resist this duel are dealt 2 damage.
- 📖 ***Safe Passage:*** *Once per activation.* When resolving, the made marker is not removed.