



# SHILDBEARER

5  
COST

5  
DF

6  
SP

5  
WP

2  
SZ



Minion (3), Living ♦ Revenant

☛ **Armor:** *Once per activation.* This model may reduce damage dealt to it by 1.

**Take the Hit:** *Once per activation.* After another friendly model within 2" is dealt damage, this model may be dealt the same amount of damage to reduce the amount dealt to the other model to 0.

# SHILDBEARER

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Runed Sword</b>	//1"	5	<b>Df</b>	-	2

This model heals 1.

☞ **Hungry Flickers:** Choose a different model within range and remove a **Burning** token from it. Deal 2 damage to the chosen model.

📖 **Ignite Pyre:** Remove a **Burning** token from the target. Make a Pyre marker within 1" of the target.

<b>Shield Shove</b>	//1"	5	<b>Df</b>	-	0
---------------------	------	---	-----------	---	---

Move the target up to 2".

👊 **Knock Aside:** Move the target up to 3".

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
⚔ <b>Plant the Shield</b>	3"	0	-	6	-

*Another ally only.* Place this model into base contact with the target. Then, this model and the target gain a **Shielded** token.