EXCESSIVE VIOLENCE
Dashel Barker, *Butcher*

Friendly Guard models gain the following abilities:

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

Loot Their Corpse: When this model ends its activation, it may remove a Remains marker within 3" of itself. If it does so, it may either heal 2 or gain a **Bolstered** token.

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

- ⬥ *Crack Skulls: Once per activation.* This model gains an **Injured** token and may declare this action again, increasing the **Dmg** by +2.

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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**.

Burning: During the end phase deal 1 damage to this model and enemy models in base contact with it. Then remove this token.

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.