BERSERKER HUSK

6 COST

5 DF

5 SP

5 WP

2 SZ

Minion (3), Living ◆ Cadmus

Drawn to Pain: After this model suffers damage, move it up to 3" toward the model that damaged it.

🛡 **Resilient:** Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).

Ruthless: This model ignores the 🛡 abilities of other models.

① 1 2 3 4 5 6 7 8

BERSERKER HUSK

Attack Actions		Rg	Skl	Rst	TN	Dmg
⚔ **Tear Apart**		◿1"	5	**Df**	-	2

- ☙ *Tear Off a Bite:* This model heals 2.
- 🦇 *Shove Aside: Once per activation.* Move the target 4". Then, this model moves up to 4" and may declare a ◿ action targeting a different model.
- 🦋 *Infect:* Target gains a **Poison** token.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
Clamber	-	-	-	-	-

This model deals 1 irreducible damage to itself. Move this model up to its **Sp** +2, ignoring models and terrain.

	Rg	Skl	Rst	TN	Dmg
⚔ **Dust and Cobwebs**	6"	0	-	5	-

Make a Web marker within range.

30 mm