



JOSS

10
COST

6
DF

7
SP

6
WP

2
SZ

Henchman, Unique, Living, Loyal, Construct • M&SU

Demise (Last Blow): Once per turn. When this model is killed, it may discard a card. If it does so, it heals 2, then deals 2 damage to an enemy within 1" (if able).

Don't Turn Your Back: Enemy models that activate engaged with this model may not declare the **Interact** action until the end of their activation.

Unexpected Reserves: While this model has half or less of its maximum health, it may add any one suit to each of its duel totals.

Attack Actions**Rg Skl Rst TN Dmg****Arc Axes**

//2" 6 Df - 3

The target gains a **Slow** token.

☞ **Devastating Strike:** When resolving, reduce this action's raise value to 3.

🦋 **Reposition:** Move this model up to 3".

📖 **Arc:** *Once per activation.* Declare this action again targeting a different model, drawing range and LoS from the original target.

Tactical Actions**Rg Skl Rst TN Dmg**⚡ **Tag Out**

6" 0 - 3 -

Target another engaged friendly model. Place this model anywhere within 1" of a model engaging the target, then place the target anywhere within 3" of its current location. If this action receives a raise, this model may declare a // action.

♦ **"I'll Hold Them Off!":** Enemies within (X)1" gain a **Staggered** token. If the target has not activated this turn, it may do so.

📖 **Fortify:** Target gains a **Shielded** token.

🦋 **Unnatural Vigor:** This model heals 2.