



ARCHIE

9
COST

4
DF

6
SP

4
WP

3
SZ

Henchman, Unique, Undead • Forgotten

🛡 **Improvised Anatomy:** Enemy models may not cheat fate or empower when attacking this model.

Rush: While resolving the **Charge** action, increase the distance this model moves by up to +2".

"Want Some Ice Cream???:" Enemy models with an **Abandoned** token may not declare triggers during duels with this model.

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ARCHIE

Attack Actions

Rg Skl Rst TN Dmg

Pummeled to Mist // 3" 6 Df - 3

☞ **Critical Strike:** When resolving, this action deals +1 damage to the target.

☞ **Tear Off a Bite:** This model heals 2.

☞ **Bowled Over:** Move the target 4" away, then move this model 4" toward the target.

"What Did He Throw!?" † 8" 6 Df - 2

Enemy models within (X)2" of the target are dealt 1 damage. If this attack received a raise, increase the (X) by +2".

◆ **"Is That a Tentacle?":** Once per activation. This model may declare a // action targeting a model damaged by this action, ignoring range and LoS.

☞ **Tear Off a Bite:** This model heals 2.

☞ **Mass Hysteria:** Move models damaged by this action up to 3".

☞ **Misunderstood Monster:** Target must either discard a card or gain an **Abandoned** token.

Tactical Actions

Rg Skl Rst TN Dmg

† **Hulking Leap** 3" 0 - 6 -

Place this model anywhere within range. Then, enemy models within (X)1" must pass a TN 13 **Sp** duel or be dealt 1 damage.