



# PRIDE

7  
COST

5  
DF

6  
SP

5  
WP

2  
SZ

Henchman, Unique, Living, Versatile • Crossroads



**Manipulative:** If this model has not yet activated this turn, enemy models may not cheat fate in opposed duels with this model.

**Wounded Pride:** Once per activation. When an enemy model within 6" cheats fate during its activation, it is dealt 1 damage.

# PRIDE

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
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**Guitar Bash**      ⚔ 1"    6    Df    -    2

❖ **Siphon Life:** When resolving, this action deals +1 damage and this model heals 1.

**† Solo**      ‡ 6"    6    Wp    -    -

Once per activation. Target an enemy that has not activated this turn. The target gains a **Craven** token.

◆ **"You Don't Need Them":** The target must be the next enemy model chosen to activate this turn, if able.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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♦ **"You're Too Important to Die"**      6"    0    -    4    -

Target heals 2. For each raise this action receives, the target heals an additional +2 and may move up to 2".

❖ **Defensive Reflexes:** This model gains a **Shielded** token.

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