



# WILLIE

6  
COST

5  
DF

6  
SP

5  
WP

2  
SZ



Unique, Living ♦ Foundry

**Demise (Explosive):** After this model is killed, deal 2 damage to models within (X)2".

☞ **Evasive:** This model may ignore (X) effects which did not target it.

# WILLIE

## Attack Actions

### Biting Insult

Rg Skl Rst TN Dmg

‡6" 5 Wp - 1

If this action receives a raise, make a Scheme marker in base contact with the target.

☞ **"Here, Hold This!":** The target and models within (X)2" of it must each pass a TN 14 **Sp** duel or be dealt 3 damage.

☛ **Even Louder Insults:** The target and up to one different enemy model within 2" of the target gain a **Stunned** token.

## Tactical Actions

Rg Skl Rst TN Dmg

### ⚔ Blow Charge

8" 0 - 6 -

*Once per activation. Target a marker.* Enemy models within (X)2" of the target must pass a TN 12 **Sp** duel or be dealt 2 damage. Remove the target after resolving triggers.

☞ **Blow it to Hell:** Remove all destructible terrain and markers within (X)2" of the target.

📖 **Draw Out Secrets:** Make a Scheme marker in base contact with the target.

### ⚔ "Clear the Way!"

8" 0 - 6 -

*Another ally.* Place the target within 3" of its current location.