



7
COST

JOHAN CREEDY

6

DF

6

SP

5

WP

2

SZ



Unique, Living, Versatile

Creative Salvage: After this model kills a model, it may make a Scheme or Remains marker within 1" of the killed model.

☛ **Hard to Kill:** When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

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



JOHAN CREEDY

Attack Actions

Rg Skl Rst TN Dmg

Relic Hammer

// 2" 5 Df - 3

This action may not be controlled by the enemy crew.

If the target is a master, this action receives a 🗡️.

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

🦋 **Maim:** Target gains an **Injured** token.

Rebel Yell

✦ 8" 6📖 Wp 12 -

This action may target friendly models. Remove all tokens from the target.

📖 **Final Rest:** Remove all Remains markers within 3" of the target. The target heals 1 for each marker removed this way.

🗡️ **On Your Heels:** Place this model into base contact with the target.

🦋 **Delay:** Target gains a **Slow** token.