



10
COST

SIDIR ALCHIBAL

6

DF

5

SP

5

WP

2

SZ



Henchman, Unique, Living • Wastrel

Fortune Favors the Bold: After this model discards a friendly upgrade, it may move up to 2".

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

Ruthless: This model ignores the ☛ abilities of other models.

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SIDIR ALCHIBAL

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Balanced Sword 1" 5 **Df** - 3

Inspiration: This model gains a **Focused** token.

Bloody Fate: Draw a card. If the target was not killed, discard a card.

Machine Gun 12" 6 **Df** - 3

Puncture: When resolving, this attack receives one additional raise.

Quick Reflexes: Declare this action again, targeting a different model.

Clustered Rounds: When resolving, this action does not receive raises, and damage from this action ignores the target's abilities.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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Mortar Strike 8" 0 - 4 -

Make a Remains marker within range, then remove either a piece of destructible terrain or a marker within 2" of the made marker.

Cleanup Duty: This model may declare a action targeting an enemy model within 2" of the made marker, which receives a .

Shrug Off: Remove one token from this model.

Maneuver: Another ally within LoS may move up to 3".