



# DYNAST BRAM

9  
COST

6  
DF


6  
SP


5  
WP

2  
SZ

Henchman, Unique, Living • Banished

**Cloak of Spines:** *Once per activation.* After an attack targeting this model fails, the attacker gains an **Injured** token.

**Regal Swordsman:** When this model declares an attack, it may remove a **Shielded** token to receive a  and a suit of its choice to its **Skl**.

 **Resilient:** Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).

# DYNAST BRAM

## Attack Actions

Rg Skl Rst TN Dmg

**Ancestral Blade** //1" 6 Df - 3

☛ **Reposition:** Move this model up to 3".

📖 **A Generous Gift...:** Summon a Gift of Thorns into base contact with the target.

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

⚔ **Biting Insult** ⚔6" 7📖 Wp - 1

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

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

📖 **A Generous Gift...:** Summon a Gift of Thorns into base contact with the target.

## Tactical Actions

Rg Skl Rst TN Dmg

**"Weak, All of You"** 6" 0 - 6 -

*Once per activation. Engaged ally only. Deal 1 damage to the target.* Place this model into base contact with a model engaging the target. Then, this model may declare a // attack, which receives a 🛡.

♦ **"Show You How It's Done":** Increase the **Dmg** of all of this model's attacks by +1 until the end of the current activation.