



# HAYREDDIN

8  
COST6  
DF6  
SP6  
WP2  
SZ

Henchman, Unique, Living • Brood

**Flight:** This model ignores terrain and other models while moving.

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

**Revitalizing Ichor:** During enemy activations, after a friendly model within 8" is within range of a friendly (X) generated by **Black Blood**, it may heal 1.



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# HAYREDDIN

## Attack Actions      Rg Skl Rst TN Dmg

<b>Combat Staff</b>	1"	6	Df	-	3
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¶ **Blood for Blood:** Deal 1 damage to this model. Any enemy models within range of the **Black Blood** (X) that cannot gain an **Injured** token because they already have one are dealt 1 damage.

₩ **Accursed Blood:** Remove a **Gluttet** token. When resolving, deal +2 damage.

<b>Corrupted Shotgun</b>	8"	6	Df	-	3
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Deal 1 damage to enemy models within (X)1" of the target.

♦ **Necrotic Charge:** When resolving, damage dealt from this action is irreducible, and another ally within range may count as having made the attack for its **Relish in Blood** ability.

₩ **Blood Spray:** An ally within 2" of the target gains a **Gluttet** token.

₩ **Life from Blood:** Target gains a **Broodling** token.

## Tactical Actions      Rg Skl Rst TN Dmg

<b>Black Blood Pustule</b>	12"	0	-	5	-
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Target a friendly model with **Black Blood**. Resolve the target's **Black Blood** ability as if it had just suffered damage, and increase the (X) it generates by +1".

¶ **Meat for the Young:** An ally within 6" gains a **Gluttet** token.