



# BARBAROS

10  
COST

6  
DF

6  
SP

6  
WP

2  
SZ

Henchman, Unique, Living, Loyal • Returned

**Armor:** Once per activation. This model may reduce damage dealt to it by 1.

**By Need Alone:** When this model activates, if it has a **Hunger** token, it may move up to 3".

**Caught in the Ring:** Models engaged by this model cannot target other models with attack actions.



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# BARBAROS

Attack Actions	Rg	Skl	Rst	TN	Dmg
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<b>Macuahuitl</b>	¶ 2"	6	Df	-	3
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This model may gain a **Hunger** token. If it does so, this action deals +1 damage.

¶ **Faith in the Flesh:** An ally within 4" gains an **Insight** token.

¶ **Shared Cravings:** Target gains a **Hunger** token.

¶ **Mangle:** Target discards a card.

<b>Lure</b>	‡ 12"	7	Wp	12	-
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*This action may target friendly models. Move the target its **Sp** toward this model.*

¶ **Bloody Tithe:** This model may either heal 2 or remove a **Hunger** token.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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<b>To the Slaughter</b>	-	0	-	5	-
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Move this model up to its **Sp** toward an enemy model in LoS. Then, this model may declare a ¶ action.

♦ **Blood Price:** Enemy models within (X)2" of this model are dealt 1 damage.

¶ **Clarity:** This model gains an **Insight** token.