



# BERSERKER HUSK

6  
COST

5  
DF

5  
SP

5  
WP

2  
SZ



Minion (3), Living ♦ Cadmus

**Drawn to Pain:** After this model suffers damage, move it up to 3" toward the model that damaged it.

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

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

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## Attack Actions

Rg Skl Rst TN Dmg

‡ **Tear Apart** ‖1" 5 **Df** - 2

☞ **Tear Off a Bite:** This model heals 2.

☜ **Shove Aside:** Once per activation. Move the target 4". Then, this model moves up to 4" and may declare a ‖ action targeting a different model.

☛ **Infect:** Target gains a **Poison** token.

## Tactical Actions

Rg Skl Rst TN Dmg

**Clamber** - - - - -

*This model deals 1 irreducible damage to itself. Move this model up to its **Sp** +2, ignoring models and terrain.*

‡ **Dust and Cobwebs** 6" 0 - 5 -

Make a Web marker within range.