



# WILLIE

6  
COST

5  
DF

6  
SP

5  
WP

2  
SZ



*Unique, Living • Foundry*

**Demise (Explosive):** After this model is killed, deal 2 damage to models within (X)2".

**EV Evasive:** This model may ignore (X) effects which did not target it.

# WILLIE

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Biting Insult</b>	†6"	5	Wp	-	1

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

¶ **"Here, Hold This!"**: The target and models within (X)2" of it must each pass a TN 14 Sp duel or be dealt 3 damage.

❖ **Even Louder Insults**: The target and up to one different enemy model within 2" of the target gain a **Stunned** token.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
<b>Blow Charge</b>	8"	0	-	6	-

Once per activation. Target a marker. Enemy models within (X)2" of the target must pass a TN 12 Sp duel or be dealt 2 damage. Remove the target after resolving triggers.

¶ **Blow it to Hell**: Remove all destructible terrain and markers within (X)2" of the target.

■ **Draw Out Secrets**: Make a Scheme marker in base contact with the target.

## “Clear the Way!”

<b>“Clear the Way!”</b>	8"	0	-	6	-
Another ally. Place the target within 3" of its current location.					