DASHEL BARKER
THE OLD GUARD

- COST

5 DF

6 SP

6 WP

2 SZ

Master, Living ◆ Guard

Mobilize the Watch

The Dispatcher

Rush: While resolving the **Charge** action, increase the distance this model moves by up to +2".

Shouting Orders: Allies within 6" may declare the **Prepare** action as a ⚡ action.

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14

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Attack Actions	Rg	Skl	Rst	TN	Dmg
Commander's Axe	⚔1"	6	**Df**	-	3

If the target is within 2" of another ally, this attack receives a ⬆.

- ◆ ***Sadistic Joy:*** An ally in LoS may declare a ⚔ action targeting a different model.
- ❦ ***Maim:*** Target gains an **Injured** token.

Enforce Compliance	✦10"	6	**Wp**	12	1

This action cannot target the same model more than once per activation. Target gains an **Injured** token and declares an action chosen and controlled by this model.

- 📖 ***Premonition:*** Look at the top card of your fate deck. This model may discard it.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
Call in Reinforcements	8"	0	-	*	-

Once per activation. Enemy only. Summon a Guard model in base contact with the target.

- ☗ ***From the Barracks:*** When resolving, summon the model anywhere in this model's deployment zone.

⚑ **"On Yer Feet!"**	8"	0	-	5	-

Ally only. Target heals 2 and gains a **Bolstered** token.

- 📖 ***Fast Tracked:*** *Once per activation.* Target gains a **Promoted** token.

30 mm