

9  
COST

## DYNAST BRAM

6  
DF6  
SP5  
WP2  
SZ  
Henchman, Unique, Living • Banished

**Cloak of Spines:** Once per activation. After an attack targeting this model fails, the attacker gains an **Injured** token.

**Regal Swordsman:** When this model declares an attack, it may remove a **Shielded** token to receive a **+** and a suit of its choice to its **Skl**.

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



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# DYNAST BRAM

Attack Actions	Rg	Skl	Rst	TN	Dmg
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<b>Ancestral Blade</b>	¶ 1"	6	Df	-	3
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• Reposition: Move this model up to 3".

■ A Generous Gift...: Summon a Gift of Thorns into base contact with the target.

• Maim: Target gains an Injured token.

<b>Biting Insult</b>	‡ 6"	7	Wp	-	1
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If this action receives a raise, make a Scheme marker in base contact with the target.

• On Your Heels: Place this model into base contact with the target.

■ A Generous Gift...: Summon a Gift of Thorns into base contact with the target.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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<b>"Weak, All of You"</b>	6"	0	-	6	-
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Once per activation. Engaged ally only. Deal 1 damage to the target. Place this model into base contact with a model engaging the target. Then, this model may declare a ¶ attack, which receives a +.

♦ Show You How It's Done: Increase the Dmg of all of this model's attacks by +1 until the end of the current activation.