

 7
COST

SERGEANT

5
DF6
SP5
WP2
SZ

STN: 10

Minion (2), Living • Guard

Bring the Heat: After an enemy model resolves an attack action that damaged an ally within 6" of this model, this model may drain a ♦. If it does so, deal 2 damage to the enemy model.

Lead the Patrol: Other allies that activate within 6" gain +1 Sp for the duration of their activation.

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

SERGEANT

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Sword ⚔ 1" 6 Df - 2

¶ **Critical Strike:** When resolving, this action deals +1 damage to the target.

Wounding Shot ⚡ 12" 5 Df - 2

Target gains an **Injured** token.

¶ **Critical Strike:** When resolving, this action deals +1 damage to the target.

■ **Piercing:** When resolving, this action ignores ♦ abilities.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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† **Consolidate Power** 10" 0 - 6 -

Friendly non-unique only. Move the target up to 4" toward a friendly model in its LoS.

■ **Purification:** Remove a token from the target.