KING'S WALL

9 COST

6 DF

6 SP

5 WP

3 SZ

Henchman, Unique, Living • Cavalier

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

Bodyguard: Other friendly models within 2" have cover.

Don't Turn Your Back: Enemy models that activate engaged with this model may not declare the **Interact** action until the end of their activation.

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

KING'S WALL

Attack Actions

	Rg	Skl	Rst	TN	Dmg
King's Shield	◍1"	6	**Df**	-	3

*When this action is declared, this model may remove an Assault marker within 2" of the target to increase this action's **Dmg** by +1.* Move the target up to 2".

- ⚑ *Taunt:* Target gains a **Challenged** token.
- 📖 *Sweeping Strike:* A different model within 1" of the target is dealt the same damage -1.
- ❦ *Hold Down:* Another friendly model may declare a ☛ action against the target.

	Rg	Skl	Rst	TN	Dmg
⚡**Lure**	✦12"	6	**Wp**	12	-

This action may target friendly models. Move the target its **Sp** toward this model.

- ◖ *Preemptive Strike: Once per activation.* Deal 2 damage to the target.
- ⚑ *Taunt:* Target gains a **Challenged** token.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
Shield Rush	-	0	-	6	-

Move this model up to its **Sp** in a straight line, ignoring other models, markers, and terrain. Enemy models moved through this way must pass a TN 13 **Sp** duel or be dealt 2 damage.

- ⚑ *Lethal Aura:* This model gains an **Aura (Hazardous)** token.
- ❦ *Flattened:* When resolving, deal +1 damage to models that failed to resist this action.

40 mm