



3  
COST

# TERRACOTTA WARRIOR

4

DF

6

SP

4

WP

2

SZ



Minion (3), Construct, Versatile • Ancestor

**Crumbling Apart:** This model cannot be healed by other models. When this model suffers damage, the damage this model suffers is changed to 1 irreducible damage.

**Numbskull:** This model cannot gain tokens.

# TERRACOTTA WARRIOR

Attack Actions	Rg	Skl	Rst	TN	Dmg
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<b>Clay Fist</b>	//1"	5	<b>Df</b>	-	1
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Target gains a **Burning** token.

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

☜ **Reposition:** Move this model up to 3".

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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<b>Detoxifying Clay</b>	6"	0	-	6	-
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*Friendly only.* Remove a token from the target. This model heals 1.