

 6  
COST

## HARD STOP HERBERT

5  
DF7  
SP5  
WP2  
SZ

Unique, Living • Amalgam, Obliteration

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

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

# HARD STOP HERBERT

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
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### Catch in the Treads

1"

5

Df

-

2

If this action was generated by the **Charge** action, it deals +1 damage.

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

₩ **Burst of Speed:** Move this model up to 5", ignoring other models. Enemy models moved through this way are dealt 1 damage.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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### Forward

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6

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This model may declare the **Walk** action.

♦ **88 MPH:** Place this model in base contact with an Echo marker or friendly Abomination within 6" of itself.