



# SHILDBEARER

5  
COST

5  
DF

6  
SP

5  
WP

2  
SZ

Minion (3), Living ♦ Revenant

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

**Take the Hit:** *Once per activation.* After another friendly model within 2" is dealt damage, this model may be dealt the same amount of damage to reduce the amount dealt to the other model to 0.

# SHILDBEARER

## Attack Actions

|                    | Rg   | Skl | Rst       | TN | Dmg |
|--------------------|------|-----|-----------|----|-----|
| <b>Runed Sword</b> | //1" | 5   | <b>Df</b> | -  | 2   |

This model heals 1.

☞ **Hungry Flickers:** Choose a different model within range and remove a **Burning** token from it. Deal 2 damage to the chosen model.

📖 **Ignite Pyre:** Remove a **Burning** token from the target. Make a Pyre marker within 1" of the target.

|                     |      |   |           |   |   |
|---------------------|------|---|-----------|---|---|
| <b>Shield Shove</b> | //1" | 5 | <b>Df</b> | - | 0 |
|---------------------|------|---|-----------|---|---|

Move the target up to 2".

👊 **Knock Aside:** Move the target up to 3".

## Tactical Actions

|                           | Rg | Skl | Rst | TN | Dmg |
|---------------------------|----|-----|-----|----|-----|
| ⚔ <b>Plant the Shield</b> | 3" | 0   | -   | 6  | -   |

*Another ally only.* Place this model into base contact with the target. Then, this model and the target gain a **Shielded** token.