



6

COST

HARD STOP HERBERT

5

DF

7

SP

5

WP

2

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

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

⚡ **Onward** - 0 - 6 -

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.