



SHIELDBEARER

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.

SHIELDBEARER

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Runed Sword	1"	5	Df	-	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.

Shield Shove	1"	5	Df	-	0
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Move the target up to 2".

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

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
Plant the Shield	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.