



COST
-

THE DISPATCHER

5

DF

5

SP

5

WP

2

SZ



Totem, Unique, Living ♦ Guard

♣ **Serene Countenance:** Enemy attack actions that target this model cannot cheat their duel.

Stay at Your Post: If an ally minion within 4" would be moved, its owner may choose for it not to be.

THE DISPATCHER

Attack Actions

Rg **Skl** **Rst** **TN** **Dmg**

Deliver Orders

✚10" 6 **Wp** - 1

Another friendly model may declare a *///* action targeting the same model.

☞ **My Loyal Servants:** Another friendly model within 3" of the target heals 1.

📖 **Draw Out Secrets:** Make a Scheme marker in base contact with the target.

📖 **Grab On:** Target gains a **Slow** token. End this model's activation.

🦋 **Maim:** Target gains an **Injured** token.

Tactical Actions

Rg **Skl** **Rst** **TN** **Dmg**

✚ Consolidate Power

10" 0 - 6 -

Friendly non-unique only. Move the target up to 4" toward a friendly model in its LoS.

📖 **Bolster:** Target gains a **Bolstered** token.

♦ Resupply

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Once per turn. Draw up to two cards from this model's discard pile with values of 1-5.