



- COST

THE DISPATCHER

5
DF5
SP5
WP2
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
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Another friendly model may declare a *W* 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	-
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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.