



SIDIR ALCHIBAL

10
COST

6
DF

5
SP

5
WP

2
SZ



Henchman, Unique, Living • Wastrel

Fortune Favors the Bold: After this model discards a friendly upgrade, it may move up to 2".

🛡 Hard to Kill: When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

Ruthless: This model ignores the **🛡** abilities of other models.



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Attack Actions

	Rg	Skl	Rst	TN	Dmg
Balanced Sword	1"	5	Df	-	3
<i>• Inspiration:</i> This model gains a Focused token.					
<i>• Bloody Fate:</i> Draw a card. If the target was not killed, discard a card.					

Machine Gun

<i>• Puncture:</i> When resolving, this attack receives one additional raise.	12"	6	Df	-	3
<i>• Quick Reflexes:</i> Declare this action again, targeting a different model.					
<i>• Clustered Rounds:</i> When resolving, this action does not receive raises, and damage from this action ignores the target's Def abilities.					

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
Mortar Strike	8"	0	-	4	-
<i>• Cleanup Duty:</i> This model may declare a Fire action targeting an enemy model within 2" of the made marker, which receives a +1 .					
<i>• Shrug Off:</i> Remove one token from this model.					
<i>• Maneuver:</i> Another ally within LoS may move up to 3".					