



# BILL ALGREN

10  
COST

6  
DF

6  
SP

5  
WP

2  
SZ

Henchman, Unique, Living • Qi and Gong

**Aegis:** Once per activation. This model may reduce damage dealt to it by 1.

**Extended Reach:** Enemy models within 2" cannot take attack actions generated by the **Charge** action.

**You're Going to Regret That:** After the opposing player gains any VP from a Scheme, this model may declare an action.



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# BILL ALGREN

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Naginata</b>	3"	6	Df	-	3

Move the target up to 2" away from this model.

- ◆ **Mortal Strike:** When resolving, damage dealt is irreducible.
- ❖ **Critical Strike:** When resolving, this action deals +1 damage to the target.
- ❖ **You're Comin' With Me:** Move the target up to 3", then place this model into base contact with it.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
<b>Endure It</b>	6"	0	-	6	-

*Ally only.* Target heals 2. For each raise this action receives, the target heals an additional +1.

- ❖ **"I've Got Your Back!"**: *Engaged ally only.* Target is placed in base contact with this model.

## Heroic Intervention

<b>Heroic Intervention</b>	6"	0	-	5	-
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*Enemy engaged with another friendly model only.*

Move all friendly models engaged with the target 5" away from the target. Then, place this model in base contact with the target. This model may declare a # targeting the target.

- ❖ **Thwarted Agenda:** *Enemy only.* Target must remove an enemy Scheme marker from anywhere in play. If it cannot, it is dealt 2 damage.
- ❖ **Inspiration:** This model gains a **Focused** token.