

-
COST

DASHEL BARKER

BUTCHER

6

DF

6

SP

6

WP

2

SZ



Master, Living ♦ Guard

Excessive
ViolenceDisease
Containment Unit

Frenzied Charge: This model may **Charge** while engaged and ignore the once per activation restriction on **Charge**.

Grip of the Guild: Enemy models leaving engagement with this model with a **Walk** action reduce their movement by an additional 2".

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

1

2

3

4

5

6

7

8

9

10

11

12

13

14

DASHEL BARKER

Butcher

Attack Actions	Rg	Skl	Rst	TN	Dmg
----------------	----	-----	-----	----	-----

Butcher's Cleaver	//2"	6	Df	-	3
--------------------------	------	---	----	---	---

If the target is a non-unique model, this action receives a +.

☞ **Cleaning Up the Streets:** An ally within 8" gains a **Bolstered** token.

📖 **Sweeping Strike:** A different model within 1" of the target is dealt the same damage -1.

🦋 **Dismember:** Make a Remains marker in base contact with the target.

Down the Wrong Path	✚8"	6	Wp	9	-
----------------------------	-----	---	----	---	---

This action may target friendly models. Move the target up to its Sp.

🦋 **Draw Them In:** Enemy models within (X)4" of the target must pass a TN 13 **Sp** duel or be moved up to 4" toward the target.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
------------------	----	-----	-----	----	-----

⚔ Second Slice	(X)2"	0	-	6	-
-----------------------	-------	---	---	---	---

Enemy models within range are dealt 1 damage. Then, enemy models with 🛡 abilities within range are dealt 1 damage.

☞ **Cleaning Up the Streets:** An ally within 8" gains a **Bolstered** token.

🦋 **Break Protocol:** This model may declare a non-Charge general action.