

 8
COST

TAGGART QUEEG

5
DF5
SP6
WP2
SZ
Henchman, Unique, Living • Guard

Prison Superintendent: Non-unique allies that activate within 4" of this model may move up to 3".

Taskmaster: When this model activates, it may discard a card to place itself in base contact with a non-unique ally within 12".

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



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TAGGART QUEEG

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Bleeder Lash

4" 6 Df - 3

If the target has half of its maximum health or less, this action receives a **+**. If this attack receives a raise, the target gains an **Entranced** token.

• **Coordinated Attack:** Another friendly model may declare a **W** action targeting the same model.

• **Siphon Essence:** After killing, infuse a **◆**.

	Rg	Skl	Rst	TN	Dmg
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Peacebringer

12" 6 Df - 2

• **Ricochet:** Deal 1 damage to a different model within 3" of the target.

• **Piercing:** When resolving, this action ignores **🛡** abilities.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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Camaraderie

6" 0 - 5 -

Ally only. Target gains a **Bolstered** token.

• **Mend:** Target heals 2.

Sabotage Their Plans

6" 0 - 5 -

Once per turn. Target an enemy Scheme marker. Make a Scheme marker in base contact with the target, then remove the target.

• **Cordon Sweep:** Place an ally within 6" of the made marker in base contact with the made marker. Then, it may declare a **W** action.