



6  
COST

# BERSERKER HUSK

5  
DF

5  
SP

5  
WP

2  
SZ



Minion (3), Living ♦ Cadmus

**Drawn to Pain:** After this model suffers damage, move it up to 3" toward the model that damaged it.

☛ **Resilient:** Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).

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

# BERSERKER HUSK

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
† <b>Tear Apart</b>	∥1"	5	<b>Df</b>	-	2
☞ <b>Tear Off a Bite:</b> This model heals 2.					
☞ <b>Shove Aside:</b> <i>Once per activation.</i> Move the target 4". Then, this model moves up to 4" and may declare a ∥ action targeting a different model.					
☞ <b>Infect:</b> Target gains a <b>Poison</b> token.					

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
<b>Clamber</b>	-	-	-	-	-
<i>This model deals 1 irreducible damage to itself. Move this model up to its <b>Sp</b> +2, ignoring models and terrain.</i>					
† <b>Dust and Cobwebs</b>	6"	0	-	5	-
Make a Web marker within range.					