



NEIL HENRY

7
COST

5

DF

6

SP


6


WP

2

SZ

Henchman, Unique, Living • Foundry

Nail Down: When this model is within 2" of a Scrap marker, it receives a  to its actions.

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

Rush: While resolving the **Charge** action, increase the distance this model moves by up to +2".

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Attack Actions

	Rg	Skl	Rst	TN	Dmg
Steel Driver	1"	7	Df	-	2

☞ **Critical Strike:** When resolving, this action deals +1 damage to the target.

🦋 **Knock Aside:** Move the target up to 3".

📖 **Reinforce Plate:** A friendly model within 1" of the target gains either a **Bolstered** or **Shielded** token.

🦋 **Stunning Strike:** Target gains a **Stunned** token.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
📉 Gandy Dancer	6"	0	-	6	-

Another ally only. The target declares the **Walk** action.

🦋 **Reposition:** Move this model up to 3".

🦋 **Forewarned:** This model gains a **Bolstered** token.