



# JOHAN CREEDY

7  
COST

6  
DF

6  
SP

5  
WP

2  
SZ



*Unique, Living, Versatile*

**Creative Salvage:** After this model kills a model, it may make a Scheme or Remains marker within 1" of the killed model.

**🛡 Hard to Kill:** When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

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

# JOHAN CREEDY

## Attack Actions

Rg	Skl	Rst	TN	Dmg
----	-----	-----	----	-----

**Relic Hammer**      ⚔ 2"    5    Df    -    3

*This action may not be controlled by the enemy crew.*

*If the target is a master, this action receives a +.*

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

• **Maim:** Target gains an **Injured** token.

**Rebel Yell**      ⚔ 8"    6    Wp    12    -

*This action may target friendly models. Remove all tokens from the target.*

• **Final Rest:** Remove all Remains markers within 3" of the target. The target heals 1 for each marker removed this way.

• **On Your Heels:** Place this model into base contact with the target.

• **Delay:** Target gains a **Slow** token.