



9
COST

ASHES AND DUST

6
DF

7
SP

6
WP

3
SZ



Unique, Construct ♦ Amalgam

Demise (Desolate Core): When this model is killed, it heals 4 and replaces with an Ashen Core. Then, summon a Dust Storm in base contact with any table edge.

Flight: This model ignores terrain and other models while moving.

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



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ASHES AND DUST

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Desolate Shaping

// 2" 7 Df - 2

Damage from this attack is irreducible. If the target is not a peon and is killed, this model may summon an Abomination within 1" of it.

Suffocating Dust

‡ 6" 6 Df - 3

This attack has a raise value of 3. For each raise this action receives, the target gains this model's choice of a **Staggered**, **Injured**, or **Slow** token.

☞ **Choke:** Enemy models within (X) 3" with an **Injured** token are dealt 1 damage.

☛ **Severe Injury:** When resolving, if the target has an **Injured** token, deal +1 damage to it. Otherwise, it gains an **Injured** token.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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↻ Whirlwind of Scrap

12" 0 - 5 -

Target Remains marker. Move this model up to 12" directly toward the target.

◆ **Rusted Winds:** Enemy models moved through this way gain an **Injured** token.

📖 **Forethought:** This model gains an **Adaptable** token.