



BATTERING RAM

3
COST

5
DF

6
SP

4
WP

2
SZ

Minion (2), Living, Versatile • Vanguard



Among the Rubble: Once per activation. When this model is dealt damage, it may remove either a piece of destructible terrain or a non-Scheme marker within 1" of itself to reduce the damage by 2.

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

BATTERING RAM

Attack Actions	Rg	Skl	Rst	TN	Dmg
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Twin Knives	1"	4	Df	-	1
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This attack has a raise value of 3.

¶ **Defensive Reflexes:** This model gains a **Shielded** token.

■ **"I Meant to Do That!"**: After failing, the next action this model declares this activation receives +2 **Skl**.

₩ **Knife Throw:** When resolving, deal this action's damage to a different model within 6" of this model.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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Take the Fight to Them	6"	0	-	5	-
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*Friendly only. Target gains a **Hastened** token.*