



7  
COST

# SHASTAR VIDIYA GUARD

5  
DF

6  
SP

6  
WP

2  
SZ



Minion (3), Living ♦ Academic

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

**Know the Warrior:** After cheating fate in an opposed duel, this model may remove an **Insight** token to draw a card.

**Well-Studied:** When this model activates, it gains an **Insight** token.

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## Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Divine Armament</b>	∥2"	6	Df	-	2

While this model is within 2" of another ally, increase this action's **Rg** by +2".

☞ **Quick Shot:** Declare a ☞ action, even if engaged.

☞ **Explosive Movement:** Place this model anywhere within range.

☞ **Unnatural Vigor:** This model heals 2.

	Rg	Skl	Rst	TN	Dmg
<b>Chakram</b>	☞10"	6☞	Df	-	1

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

☞ **Ricochet:** Deal 1 damage to a different model within 3" of the target.

☞ **Sunburst:** Enemy models within (X)2" of the target gain a **Burning** token.

☞ **Purification:** Remove a token from the target.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
☞ <b>Onward</b>	-	0	-	6	-

This model may declare the **Walk** action.

☞ **Revelation:** This model gains an **Insight** token.