



6

COST

M
BERSERKER HUSK5
DF5
SP5
WP2
SZ*Minion (3), Living • Cadmus*

Drawn to Pain: After this model suffers damage, move it up to 3" toward the model that damaged it.

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

Ruthless: This model ignores the **🛡** abilities of other models.

BERSERKER HUSK

Attack Actions Rg Skl Rst TN Dmg

† Tear Apart	1"	5	Df	-	2
¶ Tear Off a Bite: This model heals 2.					
■ Shove Aside: Once per activation. Move the target 4". Then, this model moves up to 4" and may declare a / action targeting a different model.					
◆ Infect: Target gains a Poison token.					

Tactical Actions Rg Skl Rst TN Dmg

Clamber	-	-	-	-	-
<i>This model deals 1 irreducible damage to itself. Move this model up to its Sp +2, ignoring models and terrain.</i>					
† Dust and Cobwebs	6"	0	-	5	-

Make a Web marker within range.