



SERGEANT

7
COST

5
DF

6
SP

5
WP

2
SZ



STN: 10

Minion (2), Living ♦ Guard

Bring the Heat: After an enemy model resolves an attack action that damaged an ally within 6" of this model, this model may drain a ♦. If it does so, deal 2 damage to the enemy model.

Lead the Patrol: Other allies that activate within 6" gain +1 Sp for the duration of their activation.

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



SERGEANT

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Sword	1"	6	Df	-	2
<p>☞ Critical Strike: When resolving, this action deals +1 damage to the target.</p>					

Wounding Shot	12"	5	Df	-	2
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Target gains an **Injured** token.

- ☞ **Critical Strike:** When resolving, this action deals +1 damage to the target.
- 📖 **Piercing:** When resolving, this action ignores 🛡 abilities.

Tactical Actions

Consolidate Power	10"	0	-	6	-
<p><i>Friendly non-unique only. Move the target up to 4" toward a friendly model in its LoS.</i></p>					

- 📖 **Purification:** Remove a token from the target.