



ASHES AND DUST

9
COST6
DF7
SP6
WP3
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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Attack Actions	Rg	Skl	Rst	TN	Dmg
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Desolate Shaping	¶ 2"	7	Df	-	2
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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
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*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	-
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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.