



# PRIDE

7  
COST

5  
DF

6  
SP

5  
WP

2  
SZ



Henchman, Unique, Living, Versatile • Crossroads

♣ **Manipulative:** If this model has not yet activated this turn, enemy models may not cheat fate in opposed duels with this model.

**Wounded Pride:** *Once per activation.* When an enemy model within 6" cheats fate during its activation, it is dealt 1 damage.

# PRIDE

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Guitar Bash</b>	⌘ 1"	6	<b>Df</b>	-	2

☞ **Siphon Life:** When resolving, this action deals +1 damage and this model heals 1.

♣ <b>Solo</b>	♣ 6"	6	<b>Wp</b>	-	-
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Once per activation. Target an enemy that has not activated this turn. The target gains a **Craven** token.

♦ **"You Don't Need Them":** The target must be the next enemy model chosen to activate this turn, if able.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
♦ <b>"You're Too Important to Die"</b>	6"	0	-	4	-

Target heals 2. For each raise this action receives, the target heals an additional +2 and may move up to 2".

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

☞ **Knock Aside:** Move the target up to 3".