

BLOODWRETCH

Minion (2), Living

Versatile

HALF-BLOOD

5
COST



ABILITIES

ON THE PROWL: After this model kills an enemy model, it Heals 1 and may Push up to 2" in any direction.

EVASIVE: Reduce all damage this model suffers from Shockwave, (X), and ♣ effects to 0.

FRENZIED CHARGE: This model may ignore the Once per Activation restriction on the Charge Action.



HEALTH

BLOODWRETCH

ATTACK ACTIONS

RG STAT RST TN

SHARP CLAWS

1" 5 Df -

Target suffers 2/3/4 damage.

☛ **Drink Blood:** When resolving, this model Heals an amount equal to the damage suffered.

☛ **Shove Aside:** *Once per Activation.* Push the target 4" away from this model. Then, this model may Push up to 4" and declare a ☛ Action targeting a different model.

TACTICAL ACTIONS

RG STAT RST TN

☛ RISKY MANEUVER

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This model suffers 1 damage. This model gains **Focused +1** and may Push up to 3" in any direction.