BLOODWRETCH

Minion (2), Living
Versatile
HALF-BLOOD

5
COST

| **5** DF | **4** WP | FACTION | **6** MV | **2** SZ |

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**, (⋏), and (☠) effects to 0.

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

1 2 3 4 5
HEALTH

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**	-	-	-	-

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