

THE CARVER

COST

10

HENCHMAN
NIGHTMARE, WOE

ABILITIES

5 DF

6 WP


5 MV


3 SZ

Terrifying (11): After an enemy model targets this model with an Attack Action, the enemy model must pass a TN 11 **Wp** duel or the Action fails.

Feed on Fear: After an enemy model within this model's engagement range fails a **Wp** duel, this model Heals 1.

Ruthless: This model ignores the **Terrifying** and **Manipulative** Abilities of other models.

Opportunist (Focused): Before performing an opposed duel, this model may end the **Stunned** or **Focused** Condition on the opposed model to receive a  to that duel.

Misery: *Once per Activation.* After an enemy model within 6 gains **Stunned** or a Condition listed in this model's **Opportunist** Ability, this model may either move it up to 2" or have it suffer 1 damage.

HEALTH 1 2 3 4 5 6 7 8 9 10



THE CARVER

Attack Actions

	Rg	Stat	Rst	TN
Shears	/// 1"	7☉	Df	-
Target suffers 2/2/4 damage.				
☉ Critical Strike: When resolving, the target suffers +1 damage for each ☉ in this Action's final duel total (to a maximum of +2).				
Breath of Fire	6"	6	Df	-
Target suffers 2/3♣/4♣♣ damage. Models damaged by this Action gain Burning +1 .				
✕ Up in Flames: Remove all Scheme Markers within (X) 2 of the target.				
✖ Glimpse of Insanity	8"	6	Wp	-
Target gains Stunned .				

Tactical Actions

	Rg	Stat	Rst	TN
Draw Essence	(X)3"	-	-	-
<i>This model suffers 1 damage. Models within range must each pass a TN 12 Df duel or suffer 2 damage. For each other model damage by this Action, this model Heals 1.</i>				