



RABBLE RISER

6
COST

5
DF

6
SP

5
WP

2
SZ

Minion (3), Undead, Zombie • Forgotten

Demise (Trouble 'Til the End): After this model is killed, the model that killed it must discard a card or be killed.

Don't Turn Your Back: Enemy models that activate engaged with this model may not declare the **Interact** action until the end of their activation.

Hard to Kill: When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

RABBLE RISER

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Lost Blade	1"	5	Df	-	2

If the target has an **Abandoned** token, this action receives a .

¶ **Tear Off a Bite:** This model heals 2.

₩ **Precise Strike:** When resolving, this attack receives one additional raise.

₩ **Misunderstood Monster:** Target must either discard a card or gain an **Abandoned** token.

	Rg	Skl	Rst	TN	Dmg
Misplaced Trust	8"	6	Wp	-	-

If the target is within 2" of this model, this action receives a . Target gains an **Abandoned** token.

₩ **Fear the Dark:** Target gains a **Craven** token.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
Waiting in the Dark	(x) 2"	0	-	5	-

Enemy models within range must pass a TN 13 Wp duel or gain an **Abandoned** token.

₩ **Reposition:** Move this model up to 3".

₩ **"Gotcha!"**: Move models that fail this duel up to 2".