



ROGUE NECROMANCY

10
COST

4
DF

6
SP

4
WP

3
SZ

Unique, Undead, Beast • Experimental



Improvised Anatomy: Enemy models may not cheat fate or empower when attacking this model.

Legs in Unexpected Places: This model may not gain **Staggered** or **Slow** tokens.

Rough Stitching: When an enemy action would cause this model to suffer 3 or more damage, this model gains a **Fast** token.



1

2

3

4

5

6

7

8

9

10

11

12

13

ROGUE NECROMANCY

Attack Actions Rg Skl Rst TN Dmg

Savage Bite	1"	6	Df	-	3
<p>¶ Critical Strike: When resolving, this action deals +1 damage to the target.</p>					
<p>₩ Pouncing Strike: Place this model into base contact with a different enemy model within 5". Then declare this action again, targeting that enemy model.</p>					
<p>₩ Infect: Target gains a Poison token.</p>					

Tactical Actions Rg Skl Rst TN Dmg

Composite Structure	3"	0	-	6	-
<p>This model may drain a ♦ to increase the Rg of this action by 4". Place this model within range.</p>					
<p>¶ Horn of Goat: Deal 1 damage to an enemy model within range. If the model has a friendly Poison token, deal +1 damage.</p>					
<p>₩ Wing of Nephilim: Enemy models within (X)2" must pass a TN 13 Sp duel or gain a Slow token.</p>					
<p>█ Heart of Bull: This model heals 2.</p>					
<p>₩ Tail of Snake: Move an enemy model in range up to 2".</p>					