



-
COST

LADY JUSTICE

DEATH-TOUCHED

6

DF

6

SP

6

WP

2

SZ

Master, Unique, Living • Marshal

Grave Peril

Asset 17

Death's Reach: This model may draw range and LoS for its attack actions from any Remains marker within 8".

Intrepid: When this model starts and ends its activation, it may drain a ♦ to heal 3.

♥ **Resilient:** Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).



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LADY JUSTICE

Death-Touched

Attack Actions

	Rg	Skl	Rst	TN	Dmg
‡ Ashwood Coffin	1"	6	Df	-	2

Move the target up to 6". This model may have the target gain a **Craven** token.

♦ **"In Another Life":** *Non-leader only. Select an action on the target. This model declares the selected action.*

☞ **From the Heavens:** When resolving, this action ignores ♣ abilities.

✖ **Finality:** When resolving, this action ignores ♣ abilities.

‡ Look Upon Your Works"	6"	6	Wp	-	1
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Deal +1 damage to the target for each Remains marker within 3" of it (to a maximum of +3), then remove one Remains marker from within 3" of the target.

♦ **Duty Eternal:** Summon a Death Marshal in base contact with the target.

✖ **Maim:** Target gains an **Injured** token.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
‡ Equilibrium	6"	0	-	6	-

Make a Remains marker within range. Then, all enemies within (X)1" of the marker must pass a TN 13 **Sp** duel or be dealt 2 damage.

♦ **Be Gone:** One enemy model with a **Summon** token within the (X) is killed.