



10
COST

THE VALEDICTORIAN

4
DF

6
SP

5
WP

3
SZ

Henchman, Unique, Construct, Undead • Transmortis



☛ **Armor:** Once per activation. This model may reduce damage dealt to it by 1.

Flight: This model ignores terrain and other models while moving.

☛ **Juggernaut:** This model reduces all damage dealt to it to 3 (if more than 3).

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THE VALEDICTORIAN

Attack Actions

Rg Skl Rst TN Dmg

Vivisect //1" 6☠ Df - 3

If the target is not killed, this model gains a **Focused** token.

☠ **Shove Aside:** Once per activation. Move the target 4". Then, this model moves up to 4" and may declare a // action targeting a different model.

📖 **Study Opponent:** This model gains either a **Focused** or **Shielded** token.

☠ **Dismember:** Make a Remains marker in base contact with the target.

⚔ **Horrificing Revelation** +8" 6 Wp - 3

The target suffers a ☐ for every Remains marker within 3" of it. If this attack receives a raise, the target gains a **Stunned** token.

☠ **On Your Heels:** Place this model into base contact with the target.

Tactical Actions

Rg Skl Rst TN Dmg

⚔ **Jury Rig** - - - - -

Discard a card. Draw a non-joker card in this model's discard pile with a value equal to or less than the value of the discarded card +1.