

MORTIMER

8
COST

5
DF

6
SP

6
WP

2
SZ

Unique, Living, Versatile

Grave Handler: When declaring actions, if this model is within 2" of a Remains marker, it receives a ♣.

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

MORTIMER

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Iron Shovel

⚔ 1" 6 Df - 3

If this attack receives a raise, make a Remains marker within 2" of this model.

⚔ **Knock Aside:** Move the target up to 3".

Decay

⚔ 8" 6 Df - 2

Deal 1 damage to enemy models within (X)1" of the target. Models damaged by this action gain an **Injured** token.

⚔ **Burst Damage:** When resolving, increase the (X) of this action by +1".

⚔ **Delay:** Target gains a **Slow** token.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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Grave Robber

8" 0 - 6 -

Once per activation. Target a marker. Make a Remains marker in base contact with the target. Then, remove the target.

♦ **Corpse Gas:** Enemy models within (X)3" of the made marker must pass a TN 14 **Df** duel or be dealt 2 damage and gain an **Injured** token.

⚔ **Drawn to the Grave:** A friendly model in LoS of the made marker moves up to 4" toward the made marker.