



# GRAVEDIGGER

6  
COST

5  
DF

6  
SP

5  
WP

2  
SZ



*Minion (2), Living, Versatile*

**Corpse Collector:** After a Remains marker is made within 6", this model may move 4" toward it.

**Field of Corpses:** Once per activation. While within 2" of a Remains marker, this model may reduce damage dealt to it by 2.

# GRAVEDIGGER

## Attack Actions      Rg Skl Rst TN Dmg

<b>Rusty Shovel</b>	1"	5	Df	-	1
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If this attack receives a raise, make a Remains marker within 2" of this model.

• **Accidental Roll Over:** Move this model up to 5", ignoring other models. Enemy models moved through this way must pass a TN 10 **Df** duel or be dealt 1 damage and gain a **Poison** token.

## Tactical Actions      Rg Skl Rst TN Dmg

<b>Battlefield Dressing</b>	2"	0	-	5	-
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Target heals 2.

• **Preparations:** Target gains a **Focused** token.

<b>Onward</b>	-	0	-	6	-
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This model may declare the **Walk** action.