

# MOURNER

5  
COST

5  
DF

6  
SP

5  
WP

2  
SZ

Minion (2), Undead ♦ Redchapel

**Disguised:** This model cannot be the target of actions generated by the **Charge** action.

**Eyes in the Mist:** When this model activates, an ally within 8" gains an **Aura (Concealment)** token.

**Funeral Procession:** When this model activates, it may discard a card to declare the **Walk** action.

# MOURNER

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
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**Tear Apart**      //1"    5    **Df**    -    2

☞ **Gang Up:** When resolving, deal +1 damage for each other ally the target is engaged with, to a maximum of +2.

☞ **Strip Defenses:** This model may remove a token from the target.

☞ **Bowled Over:** Move the target 4" away, then move this model 4" toward the target.

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

⚔ **Inconsolable Cries**    ⚔6"    5    **Wp**    -    -

The target gains a **Slow** token.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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⚔ **Mourn the Dead**      (X)3"    0    -    4    -

Make a Scheme marker in base contact with all Remains markers in range, then remove all Remains markers in range.

☞ **Strength from Sorrow:** For each Remains marker removed this way, a different ally in range may heal 2.

📖 **Widow's Wails:** Remove a token from an ally in range.