DEAD RIDER

11 COST

6 DF

8 SP

7 WP

3 SZ

Unique, Horseman, Undead, Versatile

Chasing Fate: When this model is dealt damage, it may drain a ◊ to reduce an amount of damage equal to the turn number.

Cumbersome: This model may not scale terrain.

Lone Rider: This model may not be targeted by the actions of friendly models.

Nemesis (◊): Enemy models within 3" may not drain ◊ for their abilities.

◊ 1 2 3 4 5 6 7 8 9 10

DEAD RIDER

Attack Actions	Rg	Skl	Rst	TN	Dmg
Scythe	⚔2"	6	**Df**	-	3

If this attack was generated by the **Charge** action, the target gains a **Slow** token.

- ❦ *Reap: Once per activation.* Place this model within 3+X", where X is equal to the turn number. Then, place the target into base contact with this model and declare this action again.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
⚵ **Revel in Death**	(↜)4"	0	-	6	-

Once per activation. Enemy models within range gain an **Injured** token.

- ◈◈◈ *Uncaring Eternity: Once per game.* Summon a friendly unique model that was killed this game into base contact with this model and set its health to 3.

| ⚵ **Ride With Me** | 2" | 0 | - | 6 | - |

This model may target another friendly model of lower Sz. Move this model up to 5". Then, if this action targeted another friendly model, place the friendly model into base contact with this model.

- ❦ *Soulfire:* Enemy models within (↜)3" must pass a TN 13 **Wp** duel or be dealt 2 damage.

50 mm