



10
COST

THE JUDGE

6

DF

6

SP

6

WP

2

SZ

Henchman, Unique, Living • Marshal

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

One Foot in the Grave: When this model declares the **Walk** action, it may remove a Remains marker within 1". If it does so, it may treat the **Walk** action as a ♠.

☛ **Resilient:** Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).

1

2

3

4

5

6

7

8

9

10

11

12

13

THE JUDGE

Attack Actions

	Rg	Skl	Rst	TN	Dmg
--	----	-----	-----	----	-----

Enchanted Katana	1"	7	Df	-	3
-------------------------	----	---	----	---	---

☛ **Quick Reflexes:** Declare this action again, targeting a different model.

☛ **Maim:** Target gains an **Injured** token.

Peacebringer	12"	6	Df	-	2
---------------------	-----	---	----	---	---

♦ **Rest in Peace:** Target must have a **Craven** or **Summon** token. When resolving, this action deals +3 damage.

☛ **Critical Strike:** When resolving, this action deals +1 damage to the target.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
--	----	-----	-----	----	-----

† Unearth Their Sins	6"	0	-	6	-
-----------------------------	----	---	---	---	---

Target another ally. Make a Remains marker in base contact with the target.

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

☛ **"I've Got Your Back!":** Engaged ally only. Target is placed into base contact with this model.