

10
COST

THE VALEDICTORIAN

4
DF6
SP5
WP3
SZ

Henchman, Unique, Construct, Undead • Transmortis



Armor: Once per activation. This model may reduce damage dealt to it by 1.

Flight: This model ignores terrain and other models while moving.

Juggernaut: This model reduces all damage dealt to it to 3 (if more than 3).



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THE VALEDICTORIAN

Attack Actions

Rg	Skl	Rst	TN	Dmg
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Vivisect

¶ 1"	6	•	Df	-	3
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If the target is not killed, this model gains a **Focused** token.

• **Shove Aside:** Once per activation. Move the target 4". Then, this model moves up to 4" and may declare a ¶ action targeting a different model.

• **Study Opponent:** This model gains either a **Focused** or **Shielded** token.

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

Horrifying Revelation

† 8"	6	Wp	-	3
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The target suffers a □ for every Remains marker within 3" of it. If this attack receives a raise, the target gains a **Stunned** token.

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

Tactical Actions

Rg	Skl	Rst	TN	Dmg
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Jury Rig

Discard a card. Draw a non-joker card in this model's discard pile with a value equal to or less than the value of the discarded card +1.