



9

COST

MONTRESOR

6
DF6
SP5
WP3
SZ
Henchman, Unique, Undead • Tormented

Demise (Eternal): Once per turn. When this model is killed, it may discard a card. If it does so, it heals 4.

Suffocating: When an enemy model with a friendly upgrade attached activates within 6" of this model, it must discard a card or gain a **Slow** token.

Terrifying: Enemy attack actions that target this model suffer a -2 to their duel.



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MONTRESOR

Attack Actions	Rg	Skl	Rst	TN	Dmg
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The Noose Tightens	¶ 1"	7	Sp	-	3
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If the target has a friendly upgrade attached, this model receives +¶ to its final duel total.

¶ **Devastating Strike:** When resolving, reduce this action's raise value to 3.

¶ **Falter:** Target gains a **Staggered** token.

¶ **Catch a Glimpse:** Look at the top two cards of your fate deck, then place them back in the same order.

❖ **Execute:** The target may either discard a card or drain a ♦. If it does neither, it is killed.

Toss the Noose	† 10"	6	Df	-	2
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Target gains a **Slow** token. For each raise this action receives, move the target up to 2" toward this model.

¶ **Pull and Drag:** Move the target 3" toward this model.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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† Cursed to Watch	10"	0	-	6	-
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Non-master ally only. This action cannot target the same model more than once per activation. Target declares an action.