



7
COST

THE FORGOTTEN MARSHAL

5
DF

6
SP

5
WP

2
SZ



Unique, Undead ♦ Forgotten

Calm Their Madness: Other allies that activate within 4" of this model may remove a token from themselves.

Forgotten Weapons: *Once per activation.* When declaring an attack, this model may remove a marker within 2" to increase the attack's **Dmg** by +2.

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

THE FORGOTTEN MARSHAL

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Pine Box	1"	6	Df	-	1
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Move the target up to 2". If this attack receives a raise, this model may have the target gain a **Craven** token.

📖 **Preoccupied:** Target gains a **Distracted** token.

🦋 **Unnatural Vigor:** This model heals 2.

Peacebringer	12"	6	Df	-	2
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💎 **Release the Dead:** Target must have a **Summon** token. Kill the target.

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

🦋 **Unnatural Vigor:** This model heals 2.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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👁 Eerie Echo	8"	-	-	-	-
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Once per activation. Non-master friendly model only. Select one of the target's 🦋 actions. This model declares the selected action.