



9
COST

THE LONE MARSHAL

6
DF

7
SP

6
WP

3
SZ



Unique, Living ♦ Marshal

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

Run and Gun: This model's **Charge** action may generate ☙ actions instead of ☘ actions.

Unimpeded: This model is unaffected by severe and hazardous terrain.

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THE LONE MARSHAL

Attack Actions

Rg Skl Rst TN Dmg

Trampling Hooves

1" 5 Df - 1

If this action was generated by the **Charge** action, it deals +1 damage.

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

Long Carbine

14" 6 Df - 3

- ✦ **Like the Wind:** Move this model up to 5", ignoring enemy models.
- ✦ **Maim:** Target gains an **Injured** token.
- ✦ **Draw Their Attention:** A friendly model in this model's LoS may discard a card to declare the **Interact** action.

Tactical Actions

Rg Skl Rst TN Dmg

Trusty Flask

4" 0 - 5 -

Another model only. The target heals 1 and gains a **Focused** token. For each raise this action receives, the target heals an additional +1.

- 📖 **Swap Stories:** Once per activation. Remove a token from the target. Draw a card.
- ✦ **"That Look in His Eyes...":** Once per activation. Enemy models within (X)2" must pass a TN 13 **Wp** duel or gain a **Craven** token.