



PALE RIDER

11
COST

6
DF

8
SP

7
WP

3
SZ

Unique, Horseman, Living, Versatile



Chasing Fate: When this model is dealt damage, it may drain a ♦ to reduce an amount of damage equal to the turn number.

Cumbersome: This model may not scale terrain.

Lone Rider: This model may not be targeted by the actions of friendly models.

Nemesis (☞): The ☞ abilities of enemy models within 3" are blank.



PALE RIDER

Attack Actions

Rg Skl Rst TN Dmg

In Death's Sights

* 6 Df - 3

When this action is declared, choose if it has a range of 1" or 12".

☞ **Final Breath:** Once per activation. Deal an additional amount of damage to the target equal to the turn number -1. This model heals the same amount.

Tactical Actions

Rg Skl Rst TN Dmg

Revel in Conflict

(X) 4" 0 - 6 -

Once per activation. All friendly models within range heal 1, or 2 if they are engaged.

♦♦ **Hatred Unleashed:** Once per game. All friendly models healed this way declare an attack action (maximum 3).

Ride With Me

2" 0 - 6 -

This model may target another friendly model of lower Sz. Move this model up to 5". Then, if this action targeted another friendly model, place the friendly model into base contact with this model.

☞ **Diminished Pain:** Once per activation. The target heals 4.