

 7
COST

THE FORGOTTEN MARSHAL

5
DF6
SP5
WP2
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
Pine Box	1"	6	Df	-	1
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
◆ 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
Eerie Echo	8"	-	-	-	-
<i>Once per activation. Non-master friendly model only.</i> Select one of the target's ♦ actions. This model declares the selected action.					