

 10
COST

THE JUDGE

6
DF6
SP6
WP2
SZ
Henchman, Unique, Living • Marshal

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

One Foot in the Grave: When this model declares the **Walk** action, it may remove a Remains marker within 1". If it does so, it may treat the **Walk** action as a **¶**.

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

THE JUDGE

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Enchanted Katana	1"	7	4	-	3
	Quick Reflexes:	Declare this action again, targeting a different model.			
	Maim:	Target gains an Injured token.			
Peacebringer	12"	6	4	-	2
	Rest in Peace:	Target must have a Craven or Summon token. When resolving, this action deals +3 damage.			
	Critical Strike:	When resolving, this action deals +1 damage to the target.			

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
Unearth Their Sins	6"	0	-	6	-
Target another ally. Make a Remains marker in base contact with the target.					
	On Your Heels:	Place this model into base contact with the target.			
	I've Got Your Back!:	Engaged ally only. Target is placed into base contact with this model.			