



RABBLE RISER

6
COST

5
DF

6
SP

5
WP

2
SZ

Minion (3), Undead, Zombie • Forgotten

Demise (Trouble 'Til the End): After this model is killed, the model that killed it must discard a card or be killed.

Don't Turn Your Back: Enemy models that activate engaged with this model may not declare the **Interact** action until the end of their activation.

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

RABBLE RISER

Attack Actions

Rg Skl Rst TN Dmg

Lost Blade

//1" 5 Df - 2

If the target has an **Abandoned** token, this action receives a ♠.

♠ **Tear Off a Bite:** This model heals 2.

♠ **Precise Strike:** When resolving, this attack receives one additional raise.

♠ **Misunderstood Monster:** Target must either discard a card or gain an **Abandoned** token.

↓ Misplaced Trust

†8" 6 Wp - -

If the target is within 2" of this model, this action receives a ♠. Target gains an **Abandoned** token.

♠ **Fear the Dark:** Target gains a **Craven** token.

Tactical Actions

Rg Skl Rst TN Dmg

↓ Waiting in the Dark

(X)2" 0 - 5 -

Enemy models within range must pass a TN 13 **Wp** duel or gain an **Abandoned** token.

♠ **Reposition:** Move this model up to 3".

♠ **"Gotcha!":** Move models that fail this duel up to 2".