



# EXECUTIONER

9  
COST

5  
DF

6  
SP

5  
WP

2  
SZ



Minion (2), Living ♦ Guard

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

☛ **Terrifying:** Enemy attack actions that target this model suffer a ☞ to their duel.



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## Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Executioner Claws</b>	⌘2"	6	Df	-	3

If this action receives a raise, the target may either discard a card or drain a ♠. If it does neither, it is killed.

♣ **Critical Strike:** When resolving, this action deals +1 damage to the target.

♥ **You're Comin' With Me:** Move the target up to 3", then place this model into base contact with it.

♣ **Diseased Limb:** Make a Remains marker in base contact with the target. Enemy models within (X)1" of the made marker gain an **Injured** token.

## Tactical Actions

<b>Trail of Gore</b>	3"	-	-	-	-
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*Once per activation. Remove target Remains or enemy Scheme marker. This model may declare a non-Charge general action or ⌘ action.*

♦ **Justice Ain't Pretty:** When resolving, the generated action receives a ♠ and a suit of this model's choice.

<b>Tenacity</b>	-	-	-	-	-
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*Discard a card. This model heals 2.*