



GRAVEDIGGER

6
COST

5
DF

6
SP

5
WP

2
SZ



Minion (2), Living, Versatile

Corpse Collector: After a Remains marker is made within 6", this model may move 4" toward it.

Field of Corpses: Once per activation. While within 2" of a Remains marker, this model may reduce damage dealt to it by 2.

GRAVEDIGGER

Attack Actions Rg Skl Rst TN Dmg

Rusty Shovel	1"	5	Df	-	1
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If this attack receives a raise, make a Remains marker within 2" of this model.

• **Accidental Roll Over:** Move this model up to 5", ignoring other models. Enemy models moved through this way must pass a TN 10 **Df** duel or be dealt 1 damage and gain a **Poison** token.

Tactical Actions Rg Skl Rst TN Dmg

Battlefield Dressing	2"	0	-	5	-
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Target heals 2.

• **Preparations:** Target gains a **Focused** token.

Onward	-	0	-	6	-
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This model may declare the **Walk** action.