



10
COST

ROGUE NECROMANCY

4
DF

6
SP

4
WP

3
SZ

Unique, Undead, Beast ♦ Experimental



♣ **Improvised Anatomy:** Enemy models may not cheat fate or empower when attacking this model.

Legs in Unexpected Places: This model may not gain **Staggered** or **Slow** tokens.

Rough Stitching: When an enemy action would cause this model to suffer 3 or more damage, this model gains a **Fast** token.

1 2 3 4 5 6 7 8 9 10 11 12 13

ROGUE NECROMANCY

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Savage Bite //1" 6 **Df** - 3

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

☞ **Pouncing Strike:** Place this model into base contact with a different enemy model within 5". Then declare this action again, targeting that enemy model.

☞ **Infect:** Target gains a **Poison** token.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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♣ **Composite Structure** 3" 0 - 6 -

*This model may drain a ♠ to increase the **Rg** of this action by 4". Place this model within range.*

☞ **Horn of Goat:** Deal 1 damage to an enemy model within range. If the model has a friendly **Poison** token, deal +1 damage.

☞ **Wing of Nephilim:** Enemy models within (X)2" must pass a TN 13 **Sp** duel or gain a **Slow** token.

📖 **Heart of Bull:** This model heals 2.

☞ **Tail of Snake:** Move an enemy model in range up to 2".