



ASSET 17

COST

5

DF

6

SP

4

WP

3

SZ

Unique, Undead, Totem • Marshal

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.

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

Stampede: After this model ends a **Charge** action in base contact with any other models, it may deal 1 damage to itself. If it does so, deal 1 damage to all other models in base contact with this model.



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ASSET 17

Attack Actions

Rg Skl Rst TN Dmg

Putrid Fist

1" 6 Df - 3

This action deals +2 damage for each raise instead of +1.

☛ **Knock Aside:** Move the target up to 3".

☛ **Maim:** Target gains an **Injured** token.

Repulsive Odor

+6" 6 Wp 12 -

This action may target friendly models. Move the target up to 5".

☛ **"What Was That Thing?! Gonna Be Sick":** The target must have a **Craven** token. Deal 2 damage to the target and make a Scheme marker in base contact with it.

Tactical Actions

Rg Skl Rst TN Dmg

♦ Resupply

- - - - -

Once per turn. Draw up to two cards from this model's discard pile with values of 1-5.

† The Ground Shakes

3" 0 - 6 -

Once per activation. Place this model within range. Then, enemy models within (X)2" must pass a TN 13 **Sp** duel or be dealt 1 damage and move 2" away from this model.