



4
COST

DEATH MARSHAL

4
DF

6
SP

5
WP

2
SZ



Minion (3), Undead • 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.

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

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



DEATH MARSHAL

Attack Actions

Rg Skl Rst TN Dmg

Pine Box

1" 5 Df - 1

Move the target up to 2". If this attack receives a raise, this model may have the target gain a **Craven** token.

☞ **Keep it Buried:** Remove a marker within 3".

☞ **Unnatural Vigor:** This model heals 2.

☞ **Dismember:** Make a Remains marker in base contact with the target.

Peacebringer

12" 5 Df - 2

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

☞ **Shrug Off:** Remove one token from this model.

☞ **Dismember:** Make a Remains marker in base contact with the target.