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COST

THE LONE MARSHAL

6
DF7
SP6
WP3
SZ

Unique, Living • Marshal

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

Run and Gun: This model's **Charge** action may generate actions instead of actions.

Unimpeded: This model is unaffected by severe and hazardous terrain.



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THE LONE MARSHAL

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Trampling Hooves	¶ 1"	5	Df	-	1

If this action was generated by the **Charge** action, it deals +1 damage.

- ◆ **Rest in Peace:** Target must have a **Craven** or **Summon** token. When resolving, this action deals +3 damage.

Long Carbine

	¶ 14"	6	Df	-	3
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- ❖ **Like the Wind:** Move this model up to 5", ignoring enemy models.
- ❖ **Maim:** Target gains an **Injured** token.
- ❖ **Draw Their Attention:** A friendly model in this model's LoS may discard a card to declare the **Interact** action.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
Trusty Flask	4"	0	-	5	-

Another model only. The target heals 1 and gains a **Focused** token. For each raise this action receives, the target heals an additional +1.

- ¶ **Swap Stories:** Once per activation. Remove a token from the target. Draw a card.
- ❖ **"That Look in His Eyes..."**: Once per activation. Enemy models within (¶)2" must pass a TN 13 **Wp** duel or gain a **Craven** token.