



# RABBLE RISER

6  
COST

5  
DF

6  
SP

5  
WP

2  
SZ

Minion (3), Undead, Zombie • Forgotten



**Demise (Trouble 'Til the End):** After this model is killed, the model that killed it must discard a card or be killed.

**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.

# RABBLE RISER

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Lost Blade</b>	1"	5	Df	-	2

If the target has an **Abandoned** token, this action receives a .

¶ **Tear Off a Bite:** This model heals 2.

₩ **Precise Strike:** When resolving, this attack receives one additional raise.

₩ **Misunderstood Monster:** Target must either discard a card or gain an **Abandoned** token.

	Rg	Skl	Rst	TN	Dmg
<b>Misplaced Trust</b>	8"	6	Wp	-	-

If the target is within 2" of this model, this action receives a . Target gains an **Abandoned** token.

₩ **Fear the Dark:** Target gains a **Craven** token.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
<b>Waiting in the Dark</b>	(x) 2"	0	-	5	-

Enemy models within range must pass a TN 13 Wp duel or gain an **Abandoned** token.

₩ **Reposition:** Move this model up to 3".

₩ **"Gotcha!"**: Move models that fail this duel up to 2".