

4
COST

DEATH MARSHAL

4
DF6
SP5
WP2
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.