

9

COST

EXECUTIONER

5

DF

6

SP

5

WP

2

SZ

Minion (2), Living • Guard

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

¶ Terrifying: Enemy attack actions that target this model suffer a -2 to their duel.



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EXECUTIONER

Attack Actions Rg Skl Rst TN Dmg

Executioner Claws ⚔ 2" 6 Df - 3

If this action receives a raise, the target may either discard a card or drain a ♦. If it does neither, it is killed.

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

₩ **You're Comin' With Me:** Move the target up to 3", then place this model into base contact with it.

₩ **Diseased Limb:** Make a Remains marker in base contact with the target. Enemy models within (X)1" of the made marker gain an **Injured** token.

Tactical Actions Rg Skl Rst TN Dmg

† Trail of Gore 3"

Once per activation. Remove target Remains or enemy Scheme marker. This model may declare a non-Charge general action or ⚔ action.

♦ **Justice Ain't Pretty:** When resolving, the generated action receives a + and a suit of this model's choice.

† Tenacity - - - - -

Discard a card. This model heals 2.