



MORTIMER

8
COST5
DF6
SP6
WP2
SZ*Unique, Living, Versatile*

Grave Handler: When declaring actions, if this model is within 2" of a Remains marker, it receives a +.

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



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Attack Actions

	Rg	Skl	Rst	TN	Dmg
Iron Shovel	4" 1"	6	Df	-	3
If this attack receives a raise, make a Remains marker within 2" of this model.					

• **Knock Aside:** Move the target up to 3".

Decay 4" 8" 6 Df - 2

Deal 1 damage to enemy models within (x)1" of the target. Models damaged by this action gain an **Injured** token.

• **Burst Damage:** When resolving, increase the (x) of this action by +1".

• **Delay:** Target gains a **Slow** token.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
Grave Robber	8"	0	-	6	-
Once per activation. Target a marker. Make a Remains marker in base contact with the target. Then, remove the target.					

• **Corpse Gas:** Enemy models within (x)3" of the made marker must pass a TN 14 **Df** duel or be dealt 2 damage and gain an **Injured** token.

• **Drawn to the Grave:** A friendly model in LoS of the made marker moves up to 4" toward the made marker.