

# ASSET 17

- COST

5  
DF

6  
SP

4  
WP

3  
SZ

*Unique, Undead, Totem • 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.

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

**Stampede:** After this model ends a **Charge** action in base contact with any other models, it may deal 1 damage to itself. If it does so, deal 1 damage to all other models in base contact with this model.

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## Attack Actions      Rg Skl Rst TN Dmg

<b>Putrid Fist</b>	1"	6	Df	-	3
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This action deals +2 damage for each raise instead of +1.

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

• **Maim:** Target gains an **Injured** token.

<b>Repulsive Odor</b>	6"	6	Wp	12	-
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*This action may target friendly models.* Move the target up to 5".

• **"What Was That Thing?! Gonna Be Sick":** The target must have a **Craven** token. Deal 2 damage to the target and make a Scheme marker in base contact with it.

## Tactical Actions      Rg Skl Rst TN Dmg

<b>Resupply</b>	-	-	-	-	-
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*Once per turn.* Draw up to two cards from this model's discard pile with values of 1-5.

<b>The Ground Shakes</b>	3"	0	-	6	-
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*Once per activation.* Place this model within range. Then, enemy models within (1)2" must pass a TN 13 **Sp** duel or be dealt 1 damage and move 2" away from this model.