



# 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
<i>If the target has an <b>Abandoned</b> token, this action receives a .</i>					
• <b>Tear Off a Bite:</b> This model heals 2.					
• <b>Precise Strike:</b> When resolving, this attack receives one additional raise.					
• <b>Misunderstood Monster:</b> Target must either discard a card or gain an <b>Abandoned</b> token.					
<b>Misplaced Trust</b>	8"	6	Wp	-	-
<i>If the target is within 2" of this model, this action receives a . Target gains an <b>Abandoned</b> token.</i>					
• <b>Fear the Dark:</b> Target gains a <b>Craven</b> token.					

Tactical Actions	Rg	Skl	Rst	TN	Dmg
<b>Waiting in the Dark</b>	2"	0	-	5	-
<i>Enemy models within range must pass a TN 13 Wp duel or gain an <b>Abandoned</b> token.</i>					
• <b>Reposition:</b> Move this model up to 3".					
• <b>"Gotcha!"</b> : Move models that fail this duel up to 2".					