



EXECUTIONER

9
COST

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 🗡️ to their duel.

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.

	Rg	Skl	Rst	TN	Dmg
↓ Tenacity	-	-	-	-	-

Discard a card. This model heals 2.