

4  
COST

## DEATH MARSHAL

4  
DF6  
SP5  
WP2  
SZ

Minion (3), Undead • 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.

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

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



# DEATH MARSHAL

## Attack Actions      Rg Skl Rst TN Dmg

<b>Pine Box</b>	¶ 1"	5	Df	-	1
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Move the target up to 2". If this attack receives a raise, this model may have the target gain a **Craven** token.

¶ **Keep it Buried:** Remove a marker within 3".

₩ **Unnatural Vigor:** This model heals 2.

₩ **Dismember:** Make a Remains marker in base contact with the target.

<b>Peacebringer</b>	¶ 12"	5	Df	-	2
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¶ **Critical Strike:** When resolving, this action deals +1 damage to the target.

¶ **Shrug Off:** Remove one token from this model.

₩ **Dismember:** Make a Remains marker in base contact with the target.