

LADY JUSTICE

Master, Living

MARSHAL


16



COST




ABILITIES

BLINDFIGHTER: This model cannot gain the **Distracted** Condition.

HARD TO WOUND: Damage flips against this model suffer a .

DF (W) COUNTERATTACK: If this Action is a  Action, the Attacking model suffers 3/4/5 damage. This damage flip suffers a .

INSPIRING SWORDPLAY: After this model kills an enemy model with a  Action, friendly Marshal models within (X)6 of this model gain **Focused +1**.

UNNATURAL VIGOR: After killing an enemy model, this model Heals 2.

FINAL REPOSE: Models killed by this model do not Drop any Markers when killed.

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HEALTH

LADY JUSTICE

ATTACK ACTIONS

RG STAT RST TN

GREATSWORD

⚔ 2" 6 Df -

Target suffers 3/4/5 damage. If this model has not taken the **Charge** Action this Activation, this Action receives a ♣ to its damage flip.

♣ **Critical Strike:** When resolving, the target suffers +1 damage for each ♣ in this Action's final duel total (to a maximum of +2).

⚡ **Quick Reflexes:** Take this Action again, targeting a different model.

✕ **Stunning Strike:** Target gains **Stunned**.

DECAY

8" 5 Df -

Target suffers 2♣/2♣/3♣ damage. Models damaged by this Action gain **Injured +1**.

✕ **Severe Injury:** Models damaged by this Action gain **Injured +1** for each ✕ in this Action's final duel total (to a maximum of **Injured +2**).

TACTICAL ACTIONS

RG STAT RST TN

RESTORE THE NATURAL ORDER

(X)4" 6 - 12

End all Conditions on models within range.

✕ **Final Justice:** Enemy Undead models and models with **Incorporeal** within range must each pass TN 14 Wp duels or suffer 2 damage and gain **Injured +2**.

LEAP

6" 5 - 10♣

Place this model anywhere within range.

♣ **Sudden Strike:** This model may take a ⚔ Action.

JUGGERNAUT

- - - -

Discard a card. This model Heals 1/2/4.