

# MORTIMER


*Henchman, Living*  
*Versatile*  
MORTUARY

8  
COST




## ABILITIES

**REGENERATION +1:** At the start of this model's Activation, it Heals +1.

**MANIPULATIVE:** If this model has not yet Activated this Turn, enemy Attack Actions that target this model suffer a  to their duel.

**HARD TO KILL:** When this model suffers damage, if it has 2 or more Health, it may not be reduced to below 1 Health.

**CHATTY:** Enemy models within 6 must each discard a card to take the **Interact** Action.

**NECROMANTIC FONT:** When hiring, this model is treated as having the **Zombie** Keyword.



HEALTH

# MORTIMER

## ATTACK ACTIONS

RG STAT RST TN

### SHOVEL

1" 6X Df -

Target suffers 2/3/5 damage.

☛ **Knock Aside:** Push the target 4" in any direction.

✕ **Dismember:** *Enemy Living, Undead, or Beast only.* Drop a Corpse Marker into base contact with the target.

### DECAY

8" 6 Df -

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

### FRESH MEAT

10" 6 Wp -

Friendly Undead models with LoS to the target may Push up to 3" toward the target.

☛ **My Loyal Servant:** Another model (other than this model) within 3" of the target Heals 1/2/3.

✕ **Delay:** Target gains **Slow**.

## TACTICAL ACTIONS

RG STAT RST TN

### GRAVE ROBBER

2" 6 - 12

Drop a Corpse Marker anywhere within range.

✕ **Unexpected Zombie:** Summon a Mindless Zombie into base contact with a Marker Created by this Action, then remove that Marker.