

NICODEM

Master, Living
MORTUARY

15
COST



4

Df

7

Wp



FACTION


5





Mv

2

Sz

ABILITIES

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

CORPSE CONDUCTOR: Friendly Undead within  of this model receive a  to Df duels and when taking  Actions, they receive a  to their duels.

PROTECTED (UNDEAD): After this model is targeted by an enemy Attack Action, it may discard a card to change the target to a friendly Undead model within 2" of this model (ignoring range, LoS, and targeting restrictions).

ACCOMPLICE: After this model ends its Activation, a friendly model within 6" that has not Activated this turn may discard a card or Pass Token to do so.

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

DEAD MAN'S HAND

1

2

3

4

5

6

7

8

9

10

11

12

HEALTH

NICODEM

ATTACK ACTIONS

	RG	STAT	RST	TN
FANCY CANE	1"	5	Df	-

Target suffers 2/3/4 damage.

DECAY	8"	6	Df	-
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Target suffers 2♣/2♣/3♣ damage. Models damaged by this Action gain **Injured +1**.

♣ **Siphon Life:** When resolving, the target suffers +1 damage and this model Heals 1.

✕ **Desiccation:** When resolving, friendly Undead models that would be damaged by this Action instead Heal 2.

RIGOR MORTIS	8"	6	Wp	10
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Target gains **Slow**. If the target is a friendly Undead model, it instead gains **Fast**.

♣ **Get in There:** A friendly Minion within LoS of the target may Push up to 3" toward the target.

✕ **Zombie Horde:** *Once per Activation.* Target suffers damage equal to the number of Zombie models engaging it.

TACTICAL ACTIONS

REANIMATOR	8"	6	-	X
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Once per Turn. Name any number of Zombie Minions. The TN of this Action is 10X plus the total Cost of the named models. Summon each named model into base contact with a different Corpse Marker within range, then remove those Markers and Attach a Walking Dead Upgrade to each non-Mindless Summoned model.

GRAVE ROBBER	2"	6	-	12
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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.