

BIG JAKE

Enforcer, Living
MERCENARY


5
COST



ABILITIES

BATTLE TEMPO: During the Start Phase, this model may Push up to 2" in any direction.

DON'T MIND ME: This model may take the **Interact** Action while engaged or if it has taken the **Disengage** Action this Activation.

FLURRY: *Once per Turn.* After this model resolves a  Action during its Activation, it may discard a card to take that Action again.

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

DEMISE (UNEXPECTED RETURN): *Once per Game.* After this model is killed, it Heals 2 and is Buried. Then, if Buried this way, during any Start Phase this model may Unbury in base contact with a friendly model.



BIG JAKE

ATTACK ACTIONS

RG STAT RST TN

TOMAHAWK

1" 5 Df -

Target suffers 2/3/4 damage.

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

☛ **You're Comin' with Me:** Push the target up to 3" in any direction, then Place this model into base contact with it.

THROWN TOMAHAWK

8" 5 Df -

Target suffers 2/3/4 damage.

TACTICAL ACTIONS

RG STAT RST TN

☛ CONSULT THE ANCESTORS - 5 - 11

Look at the top two cards of this model's Fate Deck and discard any number of them. Place the remaining cards on top of your Fate Deck, in any order.

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