

TERRA



HUNTSMEN

SCOUT

(Small Living Model)



BP: ○○○○○○

EVO: ○○○○

| SPD | MCA | RCA | AGL | EXO | ACT |
|-----|-----|-----|-----|-----|-----|
| 6 | 6 | 8 | 13 | 10 | 3 |



| RNG |
|------|
| 1/2" |

| ROA |
|-----|
| 1D |

| PRC |
|-----|
| 5 |

| CST |
|-----|
| 1 |



| RNG |
|-----|
| 12" |

| ROA |
|-----|
| 1D |

| PRC |
|-----|
| 7 |

| CST |
|-----|
| 1 |

AMMO



SPECIAL ABILITIES

Highroad: If this model is 2" or higher than his target model, he gets +1 RCA.

Long Shot: This model may spend +1 ACT to get +8" on a Shoot Action.

Aimed Shot: This model may spend 1 ACT to get a +1 RCA and +1 PRC on a Shoot Action.

WEAPONZ

Compound Bow: Before taking a Shoot Action, this model may choose one of the following effects to add to the Shoot Action. Damage does not need to be taken for the chosen effect to occur and effects do not stack:

Acid: Target gets -2 EXO until the end of its next Activation.

Poison: Target gets -1 ACT its next Activation.

Ink: Target gets -1 MCA and RCA until the end of its next Activation.

Grease: Target gets -2 SPD and AGL until the end of its next Activation.

TALENTZ

It's A Trap: This model may place up to 3 trap markers within 10" of itself, and not within 1" of an enemy model. Any model moving within 1" of a marker takes 1 damage and may not make a Move or Charge action until spending 1 ACT to remove the trap marker from play.

