

Stalker

Type — melee / ranged

Most dangerous of the T1 baddies, very agile and can both attack at melee and ranged distance. Higher damage output than the rest and with two abilities. They answer to Overseers and they want to eat energy.

LoS — 4 squares

Move speed — 2 squares

HP — 5

Damage — 2 / 3

Ability — trick shot

Trick shot — ranged attack that also deals 1 stamina damage

