



CLIPPER

9
COST

6
DF

7
SP

4
WP

3
SZ

Unique, Construct ♦ Augmented, Frontier

☞ **Armor:** *Once per activation.* This model may reduce damage dealt to it by 1.

Flight: This model ignores terrain and other models while moving.

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CLIPPER

Attack Actions

Rg Skl Rst TN Dmg

"Up We Go!"

// 2" 3 **Sz** - 2

Place the target anywhere within 3" of its current location.

✦ **Knock Aside:** Move the target up to 3".

✦ **Daze:** Target gains a **Stunned** token and this model may move it up to 3".

Pneumatic Spike

🔫 10" 6 **Df** - 3

The target gains a **Staggered** token.

📖 **Vantage Point:** *Enemy only.* Make a Scheme marker anywhere in the area between this model and the target.

Tactical Actions

Rg Skl Rst TN Dmg

✦ Fly With Me

4" 0 - 6 -

This model may target a friendly model within 2".

Place this model within range. If this action received a raise, place the target (if any) in base contact with this model.

📖 **Explosive Entrance:** Enemy models within (X) 2" of the target must pass a TN 11 **Df** duel or be dealt 2 damage.