



# RIFLEMAN

5  
COST

5  
DF

6  
SP

5  
WP

2  
SZ



STN: 7

Minion (3), Living ♦ Guard

**Advanced Sights:** This model receives a 🗡️ when targeting models at a lower elevation.

**Sniper:** While this model is at elevation 2 or higher, it increases the **Rg** of its 🏹 actions by +6".

**Stand and Fire:** If this model is unengaged, enemy models that declare the **Charge** action within 12" are dealt 1 damage.



# RIFLEMAN

## Attack Actions

Rg Skl Rst TN Dmg

**Clockwork Rifle**     12"   5   Df   -   2

📖 **Maneuver:** Another ally within LoS may move up to 3".

🦋 **Execute:** The target may either discard a card or drain a ♠. If it does neither, it is killed.

⚡ **Incapacitating Shot**     12"   5   Df   -   -

Target gains an **Injured** token.

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

## Tactical Actions

Rg Skl Rst TN Dmg

⚡ **To the Rooftops**     2"   0   -   5   -

*Target blocking terrain.* Place this model within 4" of its current location on top of the chosen piece of terrain.