

10
COST

JONATHAN REICHART

6
DF6
SP6
WP2
SZ*Henchman, Unique, Living • Frontier*

U Favorable Terrain: If this model has cover or concealment, it has both.

V Hard to Kill: When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.



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JONATHAN REICHART

Attack Actions

Rg	Skl	Rst	TN	Dmg
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Ex-executioner Claws 2"

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Df

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If this action receives a raise, the target may either discard a card or drain a ♦. If it does neither, it is killed.

♦ **I've Got This:** This model heals 3 and another ally in LoS may move up to 3".

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

"I Know All the Hideouts" 8"

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Sp

12

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This action may target allies. Target gains an **Exposed** or **Hidden** token and is moved up to 4".

❖ **Sudden Strike:** This model may declare a  action.

❖ **"Together!"**: Another ally may declare an attack action targeting the same model.

❖ **Hunker Down:** This model gains a **Hidden** token.

Tactical Actions

Rg	Skl	Rst	TN	Dmg
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Endure It 6"

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Ally only. Target heals 2. For each raise this action receives, the target heals an additional +1.

❖ **Lay Low:** Target gains a **Hidden** token.