



# ARTEMIS

6  
COST

5  
DF

6  
SP

5  
WP

2  
SZ

Unique, Living, Loyal, Beast ♦ Apex

**Don't Mind Me:** The following do not restrict this model from declaring the **Interact** action: being engaged, leaving engagement with a **Walk**, and targeting a marker with an enemy in base contact.

**Heart of the Pack:** While engaged with a model with an **Adversary** token, this model receives +1 Df.

**Nimble:** This model may treat the **Walk** action as a ⚡ action.

# ARTEMIS

## Attack Actions

**Rg** **Skl** **Rst** **TN** **Dmg**

### Tear Apart

∕1" 6 **Df** - 2

✦ **Reposition:** Move this model up to 3".

✦ **I Can Dig It:** Make a Scheme marker in base contact with this model.

### Terrorize

✦8" 5 **Wp** - -

Move the target up to its **Sp** away from this model.

✦ **On Your Heels:** Place this model into base contact with the target.

✦ **Tracker:** Another ally with LoS to the target may move up to 4" toward it.

## Tactical Actions

**Rg** **Skl** **Rst** **TN** **Dmg**

### ✦ Nose to the Ground (X)3" 0 - 6 -

*Once per activation.* Remove all Scheme markers within range. This model may choose an equal number of enemy models within range. Each chosen model gains a **Distracted** token.

✦ **I Can Dig It:** Make a Scheme marker in base contact with this model.