



TIRI

-
COST

THE NOMAD

5
DF

7
SP

6
WP

2
SZ



Master, Unique, Living, Construct • Bygone

Follow
Tradition

Oro Boro

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

Horizon's Call: If this model has a **Shielded** token, it may ignore terrain and other models while moving.

Written in the Sky: When this model is on terrain of Ht 2 or greater, it may increase the **Rg** of its actions by +4".

1 2 3 4 5 6 7 8 9 10 11 12 13 14

TIRI

The Nomad

Attack Actions

Earthquake	✦ 8"	7	Sp	-	2
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Enemy models within (X)2" of the target are dealt 1 damage. Move models damaged by this action up to 2".

📖 **The Nomad's Path:** This model gains a **Shielded** and **Insight** token.

📖 **Unmoored:** Target gains a **Craven** token.

🦋 **Stinging Sand:** When resolving, increase the (X) of this action by 2". Models damaged by this action gain a **Distracted** token.

Tactical Actions

Off the Path	8"	0	-	6	-
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Once per activation. Other ally only. Discard up to two cards. For each card discarded, draw a card and move the target up to 2".

♦ **Voice of the Aua:** Target declares an action. The generated action receives +📖 to its **Skl**.

📖 **Tireless March:** Move this model 4" toward the target.

Defensive Energy	8"	0	-	4	-
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Friendly only. Target gains a **Shielded** token.

🦋 **Pulled Here and There:** Move either this model or the target up to 3".

📖 **Draw Out Secrets:** Make a Scheme marker in base contact with the target.