



# BIG JAKE

5  
COST

4  
DF

6  
SP

4  
WP

2  
SZ

Unique, Living ♦ Mercenary

**Demise (Unexpected Return):** Once per game. When this model is killed, it heals 4 and is placed within 1" of any table edge.

**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.

**Quick Hands:** After this model is placed by an ally, it may drain a ♦ to declare the **Interact** action.

♦ 1 2 3 4

# BIG JAKE

## Attack Actions

Rg Skl Rst TN Dmg

### Tomahawk

\* 5 Df - 2

When this action is declared, choose if it has a range of *1"* or *8"*.

☞ **Critical Strike:** When resolving, this action deals +1 damage to the target.

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

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

☞ **Consult the Ancestors:** Declare the **Intuition** action, ignoring "once per" restrictions.

## Tactical Actions

Rg Skl Rst TN Dmg

### Intuition

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Once per turn. Look at the top three cards of your fate deck and then return them in any order.