



# HARPOONER

7  
COST

5  
DF

6  
SP

5  
WP

2  
SZ



Minion (2), Living • EVS

**Gloryseeker:** While resolving actions targeting a unique model, this model receives +1 **Skl**.

☛ **Resilient:** Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).

**Weighted Nets:** After this model damages a model, it may drain a ♦ to give the damaged model a **Slow** token.

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## Attack Actions

Rg Skl Rst TN Dmg

**Harpoon Gun**      🏹 12"   6   **Df**   -   2

Move the target up to 3" toward this model.

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

🦋 **Onslaught:** Declare this action again, targeting the same model.

📖 **Lead the Target:** When resolving, this model may move the target in any direction.

📖 **Massive Net:** When resolving, this action deals -1 damage, but deals 1 damage to models within (X)2" of the target. Models damaged by this action gain a **Staggered** token.

⚡ **Reel In**      ⚡ 12"   7🦋   **Sp**   11   -

*This action may target friendly models.* Move the target up to 4" toward this model, + 4" for each raise this attack receives.

🦋 **Quick Reflexes:** Declare this action again, targeting a different model.

📖 **Bon Voyage:** Target gains a **Voyage** token.

🦋 **Caught in the Line:** Remove a **Voyage** token from this model. Choose a marker within 2" of the target. Remove the chosen marker, then make a friendly copy of it within 2" of the target.