



# JASPER GRAY

4  
COST

5  
DF


6  
SP

4  
WP

2  
SZ



Unique, Living ♦ Cavalier


**Bullseye:** This model receives a  when targeting a model within 1" of an Assault marker.

**Demise (Haunted Rounds):** *Once per activation.* When this model is killed, it may be placed in base contact with an Assault marker within 6". If it does so, it heals 2 and then removes the marker.


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## Attack Actions

Rg Skl Rst TN Dmg

**Vanishing Round**  12" 5 **Df** - 2

This model gains a **Hidden** token.

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


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


## Tactical Actions

Rg Skl Rst TN Dmg

**Spent Shell-Casing** 6" 0 - 5 -

*Target an Assault or Remains marker. Make an Assault marker within 6" of the target.*

 **Dead Man's Switch:** Enemy models within (X)2" of the target must pass a TN 12 **Df** duel or be dealt 1 damage. Then, remove the target.

 **Ghost of the Battlefield:** Place this model into base contact with the target.