

11
COST

HOODED RIDER

6
DF8
SP7
WP3
SZ*Unique, Horseman, Living, Versatile*

Chasing Fate: When this model is dealt damage, it may drain a ♦ to reduce an amount of damage equal to the turn number.

Cumbersome: This model may not scale terrain.

Lone Rider: This model may not be targeted by the actions of friendly models.

Nemesis (♦): The ♦ abilities of enemy models within 3" are blank.

HOODED RIDER

Attack Actions	Rg	Skl	Rst	TN	Dmg
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Mysterious Blade	≤ 2"	6	Df	-	3
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If this attack was generated by the **Charge** action, the target gains a **Stunned** token.

- **Wide Swing:** Once per activation. When resolving, deal this action's damage -1 to a number of different enemy models within range equal to the turn number.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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† Revel in Secrets	(X) 4"	0	-	6	-
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Once per activation. For each enemy model within range, reveal one random card in the opposing player's hand. Then choose one of the revealed cards to be discarded and draw a card.

- **Moonlit Charge:** This model declares the **Charge** action, ignoring engagement and the once per activation restriction.

† Ride With Me	2"	0	-	6	-
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This model may target another friendly model of lower **Sz**. Move this model up to 5". Then, if this action targeted another friendly model, place the friendly model into base contact with this model.

- **Clouds Over the Moon:** The target may declare the **Interact** action.