



6  
COST

# MONSTER HUNTER

6  
DF

6  
SP

4  
WP

2  
SZ



Minion (2), Living ♦ Family

♣ **Never Back Down From a Fight:** *Once per activation.* If the attacking model is unique, this model may reduce damage dealt to it by 1.

“**Who Is That Masked Man?**”: After this model kills an enemy model of equal or greater cost, it may drain a ♦ to replace itself with a unique Family model of 8 cost or less. Then it heals 2.



# MONSTER HUNTER

## Attack Actions

Rg Skl Rst TN Dmg

### Pistol Whip

//1" 5 Df - -

Move the target up to 3".

☞ **Falter:** Target gains a **Staggered** token.

### † Giant's Bane

☞10" 5 Df - 2

If the target is a unique model, this action receives ☞.

☞ **Light 'Em Up:** Once per activation. Another ally may declare a ☞ or ☞ action targeting the same model.

☞ **Marked:** Target gains an **Adversary** token.

☞ **Explosive Rounds:** Enemy models within (X)2" of the target are dealt 1 damage.

## Tactical Actions

Rg Skl Rst TN Dmg

### † Creep Along

- 0 - 6 -

Move this model up to its **Sp** toward a friendly model in its LoS.