



CLIPPER

9
COST

6
DF

7
SP

4
WP

3
SZ

Unique, Construct • Augmented, Frontier



Armor: Once per activation. This model may reduce damage dealt to it by 1.

Flight: This model ignores terrain and other models while moving.



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CLIPPER

Attack Actions Rg Skl Rst TN Dmg

"Up We Go!"	¶ 2"	3	Sz	-	2
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Place the target anywhere within 3" of its current location.

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

• **Daze:** Target gains a **Stunned** token and this model may move it up to 3".

Pneumatic Spike	¶ 10"	6	Df	-	3
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The target gains a **Staggered** token.

• **Vantage Point:** *Enemy only.* Make a Scheme marker anywhere in the area between this model and the target.

Tactical Actions Rg Skl Rst TN Dmg

Fly With Me	4"	0	-	6	-
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This model may target a friendly model within 2".

Place this model within range. If this action received a raise, place the target (if any) in base contact with this model.

• **Explosive Entrance:** Enemy models within (X)2" of the target must pass a TN 11 **Df** duel or be dealt 2 damage.