

M
TIRI

- COST

THE NOMAD

5
DF7
SP6
WP2
SZ

Master, Unique, Living, Construct • Bygone

Follow Tradition

Oro Boro

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

Horizon's Call: If this model has a **Shielded** token, it may ignore terrain and other models while moving.

Written in the Sky: When this model is on terrain of Ht 2 or greater, it may increase the **Rg** of its actions by +4".

Attack Actions**Rg Skl Rst TN Dmg****Earthquake**

+8" 7 Sp - 2

Enemy models within (X)2" of the target are dealt 1 damage. Move models damaged by this action up to 2".

■ **The Nomad's Path:** This model gains a **Shielded** and **Insight** token.

■ **Unmoored:** Target gains a **Craven** token.

❖ **Stinging Sand:** When resolving, increase the (X) of this action by 2". Models damaged by this action gain a **Distracted** token.

Tactical Actions**Rg Skl Rst TN Dmg****Off the Path**

8" 0 - 6 -

Once per activation. Other ally only. Discard up to two cards. For each card discarded, draw a card and move the target up to 2".

◆ **Voice of the Aua:** Target declares an action.

The generated action receives +■ to its **Skl**.

■ **Tireless March:** Move this model 4" toward the target.

+ Defensive Energy

8" 0 - 4 -

Friendly only. Target gains a **Shielded** token.

❖ **Pulled Here and There:** Move either this model or the target up to 3".

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