



M VATAGI HUNTSMAN

6
COST

6
DF

6
SP

5
WP

2
SZ



Minion (3), Living • Apex

🛡 **Hard to Kill:** When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

Set Up the Kill: When an ally within 6" uses a **Reload** token, it receives a **+** to the generated action.

VATAGI HUNTSMAN

Attack Actions

| | Rg | Skl | Rst | TN | Dmg |
|--|----|-----|-----|----|-----|
|--|----|-----|-----|----|-----|

W&S Pistol  12" 5 Df - 2

- ❖ **Puncture:** When resolving, this attack receives one additional raise.
- ❖ **Get in There:** A non-unique friendly model in LoS of the target may move up to 3" toward the target.

† Prepared Trap  8" 5 Wp 8 -

If the target is cost 7 or more, this action receives a +. Move the target up to 6". If the target ends this move in base contact with a marker or destructible terrain, deal 2 damage to it, then remove that terrain or marker.

- ❖ **Stashed Supplies:** An ally within 2" of the target heals 2.

- ❖ **Distracting Trap:** Target gains a **Distracted** token.