

9
COST

SAMUEL HOPKINS

6
DF6
SP5
WP2
SZ

Henchman, Unique, Living • Witch Hunter

Dive Over the Side: After resolving an attack targeting this model, if it is on elevation 2 or higher, it may be placed within 5" at a lower elevation.

Expert Climber: Once per activation. This model may ignore vertical distance while resolving the **Walk** or **Charge** action.



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Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Flaming Mallet ⚔ 1" 6 Df - 2

The target gains **Slow** and **Burning** tokens.

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

Heavy Firearm ⚡ 12" 6P Df - 3

• **Smolder:** If the target has a **Burning** token, it resolves the **Burning** token. Then, it gains a **Burning** token.

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

• **Drain Magic:** Target discards a card. This model may draw a card and then discard a card.

Track Their Smoke † 12" 5 Wp 9 -

This action ignores LoS. Move the target up to 4".

• **That One!:** An allied minion with LoS to the target may move up to 5" toward the target and declare an attack action.

• **The Smoke Rises:** An ally within range gains an **Aura (Concealment)** token.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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• **Onward** - 0 - 6 -

This model may declare the **Walk** action.

• **Shooting Sparks:** Models within (X)1" resolve their **Burning** tokens.