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- COST

# LORD COOPER

## HUNTMASTER

6  
DF7  
SP5  
WP2  
SZHunter's  
GuileEmpyrean  
Eagle (2)*Master, Unique, Construct - Apex*

**Camouflaged:** While this model is within 1" of blocking terrain, it has cover.

**Rewarding Kill:** After an ally in LoS kills an enemy model, this model may drain a ♦ to have that ally heal 3.

**Unimpeded:** This model is unaffected by severe and hazardous terrain.



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## Huntmaster

### Attack Actions

Rg	Skl	Rst	TN	Dmg
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<b>Hunter's Bow</b>	*	6	Df	-	3
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*When this attack is declared, choose if it has a range of 1" or 12". If this attack receives at least one raise, the target gains an **Adversary** token.*

• **Onslaught:** Declare this action again, targeting the same model.

• **Clever Shot:** Target gains an **Distracted** token.

<b>Herd Prey</b>	†14"	6	Wp	-	-
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*This model may remove a **Distracted** token from the target. Move the target up to 3". If a **Distracted** token was removed, move the target up to an additional 4", ignoring vertical distance and terrain.*

• **Slither Closer:** Choose a piece of terrain in base contact with the target. An ally within 1" of chosen terrain may place in base contact with the target.

• **Coordinated Attack:** Another friendly model may declare a † action targeting the same model.

### Tactical Actions

Rg	Skl	Rst	TN	Dmg
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<b>† Hunter's Hide</b>	6"	0	-	4	-
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Target gains an **Aura (Concealment)** token.

• **Hunting Call:** Enemy models within 12" of the target must pass a TN 12 Wp duel or gain a **Distracted** token.