



# VOID HUNTER

6

COST

5

DF

7

SP

5

WP

2

SZ



STN: 9

Minion (3) ♦ Obliteration

**Don't Turn Your Back:** Enemy models that activate engaged with this model may not declare the **Interact** action until the end of their activation.

☛ **Incorporeal:** Reduce damage dealt to this model by 1. Damage from ⚡ actions may not be reduced this way.

**Soul Burn:** When this model gains a **Slow** token, it may instead be dealt 2 irreducible damage.




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
## Attack Actions


Rg Skl Rst TN Dmg

### Existential Bite

//1" 6 Wp - 2

If this model has no cards in its control hand, this action receives a .

 **Critical Strike:** When resolving, this action deals +1 damage to the target.

 **Hole in the World:** Place the target within 6" of its current location.


## Tactical Actions


Rg Skl Rst TN Dmg

### Stutter Time

8" 0 - 5 -

*Ally only.* Give the target a **Backtrack** token. If this action receives a raise, place the target anywhere within 2" of its current location.

 **Leech Strength:** This model may remove a token from the target. If it does so, this model heals 1.

 **Blurred Motion:** The target gains an **Aura (Concealment)** token.