

8
COST

ROSIE HILL

5
DF6
SP6
WP2
SZ*Unique, Living • Cavalier*

Flight: This model ignores terrain and other models while moving.

• Kinetic Absorption: If this model does not have an **Impact** token, reduce damage dealt to it by 1. Then, this model gains an **Impact** token.



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ROSIE HILL

Attack Actions

Rg	Skl	Rst	TN	Dmg
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Charge-Up Punch

1"	6	Df	-	3
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If this action was generated by the **Charge** action, this model gains an **Impact** token.

• **Pouncing Strike:** Place this model into base contact with a different enemy model within 5". Then, declare this action again, targeting that enemy model.

• **Rampage:** Move this model 5", ignoring enemy models. Models moved through this way must pass a TN 13 **Sp** duel or be dealt 1 damage.

Kinetic Grenade

8"	5	Df	-	3
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*This model may remove an **Impact** token to receive a ♠.* Enemy models within (X)2" of the target are dealt 1 damage.

• **Quick Reflexes:** Declare this action again, targeting a different model.

Tactical Actions

Rg	Skl	Rst	TN	Dmg
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Taking Off!

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Move this model up to 5".

• **Concussion Rush:** When resolving, this model may move through enemy models. Enemy models moved through this way are dealt 1 damage.

• **Lethal Aura:** This model gains an **Aura (Hazardous)** token.