



# 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.

# VOID HUNTER

## Attack Actions      Rg Skl Rst TN Dmg

<b>Existential Bite</b>	1"	6	Wp	-	2
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*If this model has no cards in its control hand, this action receives a +1.*

¶ **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

<b>Stutter Time</b>	8"	0	-	5	-
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*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.