



HUNTER

6
COST

5
DF

6
SP

5
WP

2
SZ

Minion (3), Construct, Loyal • Augmented



☞ **Armor:** *Once per activation.* This model may reduce damage dealt to it by 1.

Deadly Pursuit: During the end phase, this model may move up to 4".

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.

HUNTER

Attack Actions

Rg **Skl** **Rst** **TN** **Dmg**

Metal Claws 1" 5 **Df** - 3

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

Assassinate: After killing, gain a **Fast** token.

Harpoon Gun 12" 6 **Df** - 2

Move the target up to 3" toward this model.

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

Like the Wind: Move this model up to 5", ignoring enemy models.

Tactical Actions

Rg **Skl** **Rst** **TN** **Dmg**

Unnatural Speed 3" 0 - 7 -

Place this model anywhere within range.

Defensive Reflexes: This model gains a **Shielded** token.