

# HEX BOW

6  
COST

5  
DF

6  
SP

5  
WP

2  
SZ

Minion (3), Living ♦ Cavalier, Witch Hunter

STN: 9

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

♣ **Runed Quiver:** *Once per activation.* When determining its final duel total, this model may add one suit of its choice.

# HEX BOW

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
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<b>Blessed Longbow</b>	*	6	<b>Df</b>	-	2
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When this action is declared, choose if it has a range of //1" or 12".

☞ **Fistful of Arrows:** When resolving, deal 1 damage to enemy models within (X)2" of the target.

☞ **Light 'Em Up:** Once per activation. Another ally may declare a ☞ or ☞ action targeting the same model.

📖 **Clear Away:** This model may remove a token from the target.

☞ **Spellbind:** When resolving, this action ignores ☞ abilities.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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☞ <b>Target Practice</b>	18"	4	-	X	-
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Once per activation. X is equal to the distance between this model and target Scheme marker. Remove the target.

☞ **Screaming Arrow:** When resolving, before the target is removed, enemy models within (X)1" of the target must pass a TN 11 **Df** duel or be dealt 2 damage.