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.

1 2 3 4 5 6 7

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.

	Rg	Skl	Rst	TN	Dmg
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.

50 mm