

ROSIE HILL

8
COST

5
DF

6
SP

6
WP

2
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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Attack Actions

Rg Skl Rst TN Dmg

Charge-Up Punch

1" 6 Df - 3

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

*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

✚ Taking Off!

- 0 - 7 -

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.