



BIG JAKE

5
COST

4
DF

6
SP

4
WP

2
SZ



Unique, Living • Mercenary

Demise (Unexpected Return): Once per game.

When this model is killed, it heals 4 and is placed within 1" of any table edge.

Don't Mind Me: The following do not restrict this model from declaring the **Interact** action: being engaged, leaving engagement with a **Walk**, and targeting a marker with an enemy in base contact.

Quick Hands: After this model is placed by an ally, it may drain a ♦ to declare the **Interact** action.



BIG JAKE

Attack Actions Rg Skl Rst TN Dmg

Tomahawk	*	5	Df	-	2
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When this action is declared, choose if it has a range of ⚔ 1" or ⚡ 8".

- **Critical Strike:** When resolving, this action deals +1 damage to the target.
- **Knock Aside:** Move the target up to 3".
- **Reposition:** Move this model up to 3".
- **Consult the Ancestors:** Declare the **Intuition** action, ignoring "once per" restrictions.

Tactical Actions Rg Skl Rst TN Dmg

Intuition	-	-	-	-	-
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Once per turn. Look at the top three cards of your fate deck and then return them in any order.