



**4**  
COST

# JASPER GRAY

**5**  
DF

**6**  
SP

**4**  
WP

**2**  
SZ



*Unique, Living • Cavalier*

**Bullseye:** This model receives a  when targeting a model within 1" of an Assault marker.

**Demise (Haunted Rounds):** Once per activation. When this model is killed, it may be placed in base contact with an Assault marker within 6". If it does so, it heals 2 and then removes the marker.

# JASPER GRAY

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
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### Vanishing Round

	12"	5	Df	-	2
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This model gains a **Hidden** token.

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

■ **Draw Out Secrets:** Make a Scheme marker in base contact with the target.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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### Spent Shell-Casing

	6"	0	-	5	-
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*Target an Assault or Remains marker. Make an Assault marker within 6" of the target.*

¶ **Dead Man's Switch:** Enemy models within (X)2" of the target must pass a TN 12 **Df** duel or be dealt 1 damage. Then, remove the target.

❖ **Ghost of the Battlefield:** Place this model into base contact with the target.