



SABOTEUR

6
COST

5
DF

6
SP

5
WP

2
SZ



STN: 8

Minion (2), Living • M&SU

Set Up for Success: *Once per activation.* When a Scheme marker within 6" is removed, this model may have an ally within 6" gain a **Shielded** token.

Unionized: While within 3" of another ally, this model receives a ♠ to its **Df** and **Wp** duels.

SABOTEUR

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Cunning Ploy	1"	5	Df	-	2

If the target has a **Staggered** token, this model may add any one suit to its duel total.

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

🦋 **Steal Intel:** Remove a Scheme marker within 2" of the target. When resolving, this action deals +2 damage to the target.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
⚡ Countdown	10"	0	-	6	-

Target a marker. If this model is in severe or concealing terrain, increase the TN of the **Sp** duel by 2. Enemy models within (X)1" of the target must pass a TN 11 **Sp** duel or gain a **Staggered** token.

🌀 **Flying Debris:** Deal 1 damage to enemy models that failed this duel. Then, remove the target.

📖 **Sudden But Inevitable Sabotage:** Make a Scheme marker in base contact with the target. Then, remove the target.

⚡ **Unnatural Speed** 3" 0 - 4 -

Place this model anywhere within range.