



# M ARTEMIS

6  
COST

5  
DF

6  
SP

5  
WP

2  
SZ

*Unique, Living, Loyal, Beast • Apex*



**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.

**Heart of the Pack:** While engaged with a model with an **Adversary** token, this model receives +1 **Df**.

**Nimble:** This model may treat the **Walk** action as a ↓ action.

# ARTEMIS

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Tear Apart</b>	1"	6	Df	-	2
<b>Reposition:</b> Move this model up to 3". <b>I Can Dig It:</b> Make a Scheme marker in base contact with this model.					

## Terrorize

	8"	5	Wp	-	-
Move the target up to its Sp away from this model.					
<b>On Your Heels:</b> Place this model into base contact with the target. <b>Tracker:</b> Another ally with LoS to the target may move up to 4" toward it.					

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
<b>Nose to the Ground</b>	(Y)3"	0	-	6	-
<i>Once per activation.</i> Remove all Scheme markers within range. This model may choose an equal number of enemy models within range. Each chosen model gains a <b>Distracted</b> token. <b>I Can Dig It:</b> Make a Scheme marker in base contact with this model.					