



M RUNAWAY

- COST

5
DF

6
SP

4
WP

2
SZ

Totem, Minion (3), Living • Apex



Demise (Hunted): After this model is killed, if it was killed by a friendly Lord Cooper, draw two cards.

Head Start: This model must be deployed on the centerline.

Insignificant: This model cannot declare the **Interact** action and is ignored for strategies and schemes.

Stealth: While more than 6" away from this model, enemy models cannot target it and ignore it when drawing LoS.

RUNAWAY

Attack Actions Rg Skl Rst TN Dmg

Just Let Me By	1"	5	Df	-	1
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• **Desperate Duck:** Place this model anywhere within 2".

Call for Help	4"	6	Wp	-	-
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Target gains a **Distracted** token. After resolving this action, a friendly Lord Cooper must declare a **F** action targeting this model, if able.

Tactical Actions Rg Skl Rst TN Dmg

Escape	-	-	-	-	-
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This action cannot be declared by non-Runaway models. This model must be within 4" of a table corner and in the opposing player's deployment zone. This model may draw 3 cards and make a Scheme marker anywhere on the table. Then, remove this model from the game (it is not killed).