



JACKALOPE

- COST

4
DF

6
SP

4
WP

1
SZ



Totem, Unique, Beast • Chimera

Creature of Caerbannog: This model increases its Skl by +1 for every Mutation upgrade attached to it.

Demise (Lamarckian Evolution): When this model is killed, it may discard a Mutation upgrade to heal 3.

Unimpeded: This model is unaffected by severe and hazardous terrain.

JACKALOPE

Attack Actions Rg Skl Rst TN Dmg

Mutated Maw	2"	3	4	Df	-	2
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If this model has three or more attached Mutation upgrades, this attack deals +1 damage.

• **Tear Off a Bite:** This model heals 2.

• **Pouncing Strike:** Place this model into base contact with a different enemy model within 5". Then, declare this action again, targeting that enemy model.

• **Marked:** Target gains an **Adversary** token.

• **Pick the Bones:** After killing, this model may declare the **Interact** action after resolving the current action.

Tactical Actions Rg Skl Rst TN Dmg

• Tap the Leyline	-	-	-	-	-	-
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Once per turn. Draw two cards and then discard one card.

• Leap	6"	0	-	7	-	-
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Once per activation. Place this model anywhere within range.

• **Sudden Strike:** This model may declare a // action.