



7
COST

AUSTRINGER

5
DF

6
SP


5
WP

2
SZ



Minion (2), Living ♦ Frontier

Expert Climber: *Once per activation.* This model may ignore vertical distance while resolving the **Walk** or **Charge** action.


Sniper: While this model is at elevation 2 or higher, it increases the **Rg** of its  actions by +6".


Threatening Demeanor: *Once per activation.* This model may reduce damage dealt to it by 1.


AUSTRINGER


Attack Actions

	Rg	Skl	Rst	TN	Dmg
--	----	-----	-----	----	-----

Clockwork Rifle  12" 6 **Df** - 2

 **Stoic Nod:** Another ally with LoS to this model heals 1.

 **Skybound Ally:** Summon a Trained Raptor in base contact with the target.


 **Flock:** When resolving, deal +1 damage for each friendly Trained Raptor engaged with the target.


Tactical Actions


	Rg	Skl	Rst	TN	Dmg
--	----	-----	-----	----	-----


 **Hand Signals** 8" 0 - 4 -


Once per activation. Another ally only. Target moves up to 4".

 **Whistle the Raptor Home:** Summon a Trained Raptor in base contact with the target.

 **Reposition:** Move this model up to 3".

 **Tracker:** Another ally with LoS to the target may move up to 4" toward it.

 **Go For the Eyes** (X) 6" 0 - 6 -

Friendly Trained Raptors within range may declare a  action.