SAPPER

5 COST

5 DF

6 SP

5 WP

2 SZ

Minion (3), Living ◆ Cavalier

🛡 **Evasive:** This model may ignore (⋔) effects which did not target it.

🛡 **Hard to Kill:** When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

◆ ① ② ③ ④ ⑤ ⑥ ⑦

Attack Actions	Rg	Skl	Rst	TN	Dmg
Trench Gun	*	5	**Df**	-	2

When this action is declared, choose if it has a range of ◍1" or ☞6".

🦅 *Bayonet:* When resolving, deal +1 damage if this action was generated by a **Charge** action.

Disrupt Supply Lines	✣6"	5	**Wp**	-	-

Target must discard a random card.

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

Tactical Actions	Rg	Skl	Rst	TN	Dmg
↯ **Trench Jump**	6"	0	-	6	-

Target an ally or Assault marker within range. Place this model into base contact with the target.

📖 *Foxhole:* This model gains a **Hidden** token.