

# RIFLEMAN

5  
COST

5  
DF

6  
SP


5  
WP


2  
SZ



STN: 7

Minion (3), Living ♦ Guard

**Advanced Sights:** This model receives a  when targeting models at a lower elevation.

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

**Stand and Fire:** If this model is unengaged, enemy models that declare the **Charge** action within 12" are dealt 1 damage.






# RIFLEMAN



## Attack Actions

**Rg Skl Rst TN Dmg**


**Clockwork Rifle**      12"     5     **Df**     -     2

 **Maneuver:** Another ally within LoS may move up to 3".

 **Execute:** The target may either discard a card or drain a . If it does neither, it is killed.


 **Incapacitating Shot**      12"     5     **Df**     -     -

Target gains an **Injured** token.

 **Knock Aside:** Move the target up to 3".

## Tactical Actions

**Rg Skl Rst TN Dmg**

 **To the Rooftops**     2"     0     -     5     -

*Target blocking terrain.* Place this model within 4" of its current location on top of the chosen piece of terrain.