



SAPPER

5
COST

5
DF

6
SP

5
WP

2
SZ



Minion (3), Living ♦ Cavalier

☞ **Evasive:** This model may ignore (X) 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.

SAPPER

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.