

 4
COST

WATCHER

5
DF7
SP5
WP1
SZ

Minion (3), Construct • Augmented

Flight: This model ignores terrain and other models while moving.

WATCHER

Attack Actions

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

Sonic Blast

| | | | | | |
|---|----|---|----|---|---|
| † | 8" | 4 | Wp | - | 1 |
|---|----|---|----|---|---|

If the target is within 1" of blocking terrain, this action deals +1 damage.

¶ **Defensive Reflexes:** This model gains a **Shielded** token.

¶ **Like the Wind:** Move this model up to 5", ignoring enemy models.

Tactical Actions

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

Leap

| | | | | | | |
|---|----|---|---|---|---|---|
| † | 6" | 0 | + | - | 9 | - |
|---|----|---|---|---|---|---|

Once per activation. Place this model anywhere within range.