



# SLIPSTREAMER

6  
COST

6  
DF

6  
SP

4  
WP

2  
SZ

Minion (2), Living, Construct • Bygone, EVS



**Demise (To the Sky):** After this model is killed, an ally within 6" may place anywhere within 4" of itself.

**Horizon's Call:** If this model has a **Shielded** token, it may ignore terrain and other models while moving.

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Attack Actions	Rg	Skl	Rst	TN	Dmg
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<b>Reckless Momentum</b>	¶ 1"	6	Sp	-	2
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If this action was generated by the **Charge** action, it deals +1 damage.

¶ **Chart a Course:** Move this model up to 2" for each ¶ in this action's final duel total (to a maximum of 6").

■ **Strong Winds:** Move the target 2" for every ■ in this action's final duel total.

<b>Wake Rider</b>	† 2"	5	Df	-	-
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*This action may target friendly models.* This model is moved 3", then move the target up to 3" toward this model.

■ **Buried in the Sand:** Remove a marker within 1" of this model.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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<b>† Onward</b>	-	0	-	6	-
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This model may declare the **Walk** action.

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