



9
COST

SAMAEAL HOPKINS

6

DF

6

SP

5

WP

2

SZ



Henchman, Unique, Living • Witch Hunter

Dive Over the Side: After resolving an attack targeting this model, if it is on elevation 2 or higher, it may be placed within 5" at a lower elevation.

Expert Climber: *Once per activation.* This model may ignore vertical distance while resolving the **Walk** or **Charge** action.

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SAMAEI HOPKINS

Attack Actions

Rg Skl Rst TN Dmg

Flaming Mallet

//1" 6 Df - 2

The target gains **Slow** and **Burning** tokens.

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

Heavy Firearm

☛12" 6☛ Df - 3

☛ **Smolder:** If the target has a **Burning** token, it resolves the **Burning** token. Then, it gains a **Burning** token.

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

☛ **Drain Magic:** Target discards a card. This model may draw a card and then discard a card.

Track Their Smoke

☛12" 5 Wp 9 -

This action ignores LoS. Move the target up to 4".

◆ **That One!:** An allied minion with LoS to the target may move up to 5" toward the target and declare an attack action.

☛ **The Smoke Rises:** An ally within range gains an **Aura (Concealment)** token.

Tactical Actions

Rg Skl Rst TN Dmg

☛ Onward

- 0 - 6 -

This model may declare the **Walk** action.

☛ **Shooting Sparks:** Models within (X)1" resolve their **Burning** tokens.