



10  
COST

# JONATHAN REICHART

6  
DF

6  
SP

6  
WP

2  
SZ

Henchman, Unique, Living • Frontier

🛡️ **Favorable Terrain:** If this model has cover or concealment, it has both.

🛡️ **Hard to Kill:** When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

1 2 3 4 5 6 7 8 9 10 11 12 13

# JONATHAN REICHART

## Attack Actions

Rg Skl Rst TN Dmg

**Ex-executioner Claws** //2" 6 Df - 3

If this action receives a raise, the target may either discard a card or drain a ♠. If it does neither, it is killed.

♠ **I've Got This:** This model heals 3 and another ally in LoS may move up to 3".

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

♠ **"I Know All the Hideouts"** †8" 7 Sp 12 -

*This action may target allies.* Target gains an **Exposed** or **Hidden** token and is moved up to 4".

♠ **Sudden Strike:** This model may declare a // action.

♠ **"Together!":** Another ally may declare an attack action targeting the same model.

♠ **Hunker Down:** This model gains a **Hidden** token.

## Tactical Actions

Rg Skl Rst TN Dmg

**Endure It** 6" 0 - 6 -

*Ally only.* Target heals 2. For each raise this action receives, the target heals an additional +1.

♠ **Lay Low:** Target gains a **Hidden** token.