



6
COST

MONSTER HUNTER

6
DF

6
SP

4
WP

2
SZ



Minion (2), Living ♦ Family

♣ **Never Back Down From a Fight:** Once per activation. If the attacking model is unique, this model may reduce damage dealt to it by 1.

“**Who Is That Masked Man?**”: After this model kills an enemy model of equal or greater cost, it may drain a ♦ to replace itself with a unique Family model of 8 cost or less. Then it heals 2.

MONSTER HUNTER

Attack Actions

Rg Skl Rst TN Dmg

Pistol Whip

1" 5 Df - -

Move the target up to 3".

Falter: Target gains a **Staggered** token.

Giant's Bane

10" 5 Df - 2

If the target is a unique model, this action receives **+**.

Light 'Em Up: Once per activation. Another ally may declare a **☞** or **☜** action targeting the same model.

Marked: Target gains an **Adversary** token.

Explosive Rounds: Enemy models within (X)2" of the target are dealt 1 damage.

Tactical Actions

Rg Skl Rst TN Dmg

Creep Along

- 0 - 6 -

Move this model up to its **Sp** toward a friendly model in its LoS.