



# TRAINED RAPTOR

3  
COST

4  
DF

7  
SP

4  
WP

1  
SZ

Minion (3), Living, Beast • Frontier



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

**Stealth:** While more than 6" away from this model, enemy models cannot target it and ignore it when drawing LoS.

# TRAINED RAPTOR

## Attack Actions      Rg Skl Rst TN Dmg

|                     |    |   |    |   |   |
|---------------------|----|---|----|---|---|
| <b>Raking Claws</b> | 1" | 5 | Df | - | 1 |
|---------------------|----|---|----|---|---|

*If the target has a **Staggered** token, this action receives +1 Skl.*

• **Fly Away Home:** Place this model within 4".

## Tactical Actions      Rg Skl Rst TN Dmg

|              |    |   |   |   |   |
|--------------|----|---|---|---|---|
| <b>Stoop</b> | 3" | 0 | - | 7 | - |
|--------------|----|---|---|---|---|

*Once per activation. Target an enemy Scheme marker. Place this model in base contact with the target, then remove the target.*