AHOOL

7 COST

6 DF

7 SP

5 WP

3 SZ

Unique, Beast ◆ Apex, Cadmus

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

Hunting Partner: Friendly model's 🖝 attack actions receive a ➕ when targeting a model engaged by this model.

Made to Kill: *Once per activation.* After this model is placed, it may declare a ⚔ action after resolving the current action.

◊ ① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨

AHOOL

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Tear Apart	✎1"	6 ☙	**Df**	-	2

- ♦ ***Thin the Herd:*** An ally may declare an attack targeting the same model.
- ☙ ***Drink Blood:*** When resolving, this model heals an amount equal to the damage suffered by the target.

	Rg	Skl	Rst	TN	Dmg
Terrorize	✦8"	5	**Wp**	-	-

Move the target up to its **Sp** away from this model.

- 🦇 ***On Your Heels:*** Place this model into base contact with the target.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
⚑ **Aggressive Leap**	6"	0	-	6	-

Place this model anywhere within range. Until the end of the current activation, it may not declare the **Interact** action.