



RIFLEMAN

5
COST

5
DF

6
SP

5
WP

2
SZ

STN: 7

Minion (3), Living • Guard



Advanced Sights: This model receives a when targeting models at a lower elevation.

Sniper: While this model is at elevation 2 or higher, it increases the **Rg** of its actions by +6".

Stand and Fire: If this model is unengaged, enemy models that declare the **Charge** action within 12" are dealt 1 damage.

RIFLEMAN

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Clockwork Rifle	12"	5	Df	-	2

■ **Maneuver:** Another ally within LoS may move up to 3".

◆ **Execute:** The target may either discard a card or drain a ♦. If it does neither, it is killed.

Incapacitating Shot	12"	5	Df	-	-
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Target gains an **Injured** token.

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

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
To the Rooftops	2"	0	-	5	-

Target *blocking terrain*. Place this model within 4" of its current location on top of the chosen piece of terrain.