



THUNDER ARCHER

7
COST5
DF6
SP5
WP2
SZ*Minion (3), Living • Monk*

Camouflaged: While this model is within 1" of blocking terrain, it has cover.

Run and Gun: This model's **Charge** action may generate actions instead of actions.

Runed Quiver: Once per activation. When determining its final duel total, this model may add one suit of its choice.

THUNDER ARCHER

Attack Actions	Rg	Skl	Rst	TN	Dmg
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Blessed Longbow	*	6	Df	-	2
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When this action is declared, choose if it has a range of 1" or 12".

- ◆ **Strafe and Shoot:** This model must be engaged.
Move this model up to 2" and it may declare a **Strike** action.
- ❖ **Fistful of Arrows:** When resolving, deal 1 damage to enemy models within 2" of the target.
- ❖ **Reposition:** Move this model up to 3".
- **Piercing:** When resolving, this action ignores **Deflect** abilities.
- ❖ **Harvest Chi:** After killing, gain a **Chi** token.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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Target Practice	18"	5	-	X	-
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Once per activation. X is equal to the distance between this model and target Scheme marker. Remove the target.

- **Inner Peace:** This model may declare the **Prepare** action.