

**11**

COST

# HOODED RIDER

**6**

DF

**8**

SP

**7**

WP

**3**

SZ



Unique, Horseman, Living, Versatile

**Chasing Fate:** When this model is dealt damage, it may drain a ♦ to reduce an amount of damage equal to the turn number.

**Cumbersome:** This model may not scale terrain.

**Lone Rider:** This model may not be targeted by the actions of friendly models.

**Nemesis (♣):** The ♣ abilities of enemy models within 3" are blank.



# HOODED RIDER

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
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**Mysterious Blade** //2" 6 **Df** - 3

If this attack was generated by the **Charge** action, the target gains a **Stunned** token.

- ☛ **Wide Swing:** *Once per activation.* When resolving, deal this action's damage -1 to a number of different enemy models within range equal to the turn number.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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↓ **Revel in Secrets** (X)4" 0 - 6 -

*Once per activation.* For each enemy model within range, reveal one random card in the opposing player's hand. Then choose one of the revealed cards to be discarded and draw a card.

- ◆ **Moonlit Charge:** This model declares the **Charge** action, ignoring engagement and the once per activation restriction.

↓ **Ride With Me** 2" 0 - 6 -

*This model may target another friendly model of lower Sz.* Move this model up to 5". Then, if this action targeted another friendly model, place the friendly model into base contact with this model.

- ☛ **Clouds Over the Moon:** The target may declare the **Interact** action.