



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** - -

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.