

6
COSTM
VATAGI HUNTSMAN6
DF6
SP5
WP2
SZ*Minion (3), Living • Apex*

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

Set Up the Kill: When an ally within 6" uses a **Reload** token, it receives a **+** to the generated action.

VATAGI HUNTSMAN

Attack Actions

	Rg	Skl	Rst	TN	Dmg
W&S Pistol	12"	5	Df	-	2

- ¶ **Puncture:** When resolving, this attack receives one additional raise.
- ₩ **Get in There:** A non-unique friendly model in LoS of the target may move up to 3" toward the target.

† Prepared Trap	8"	5	Wp	8	-
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If the target is cost 7 or more, this action receives a +. Move the target up to 6". If the target ends this move in base contact with a marker or destructible terrain, deal 2 damage to it, then remove that terrain or marker.

- ¶ **Stashed Supplies:** An ally within 2" of the target heals 2.

- ₩ **Distracting Trap:** Target gains a **Distracted** token.