



AUSTRINGER

7
COST5
DF6
SP5
WP2
SZ*Minion (2), Living • Frontier*

Expert Climber: Once per activation. This model may ignore vertical distance while resolving the **Walk** or **Charge** action.

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

Threatening Demeanor: Once per activation. This model may reduce damage dealt to it by 1.

AUSTRINGER

Attack Actions Rg Skl Rst TN Dmg

Clockwork Rifle	12"	6	Df	-	2
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¶ **Stoic Nod:** Another ally with LoS to this model heals 1.

■ **Skybound Ally:** Summon a Trained Raptor in base contact with the target.

■ **Flock:** When resolving, deal +1 damage for each friendly Trained Raptor engaged with the target.

Tactical Actions Rg Skl Rst TN Dmg

Hand Signals	8"	0	-	4	-
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Once per activation. Another ally only. Target moves up to 4".

♦ **Whistle the Raptor Home:** Summon a Trained Raptor in base contact with the target.

♦ **Reposition:** Move this model up to 3".

♦ **Tracker:** Another ally with LoS to the target may move up to 4" toward it.

Go For the Eyes	(x) 6"	0	-	6	-
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Friendly Trained Raptors within range may declare a # action.