

 6
COST

MONSTER HUNTER

6
DF6
SP4
WP2
SZ

Minion (2), Living • Family



Never Back Down From a Fight: Once per activation. If the attacking model is unique, this model may reduce damage dealt to it by 1.

"Who Is That Masked Man?": After this model kills an enemy model of equal or greater cost, it may drain a ♦ to replace itself with a unique Family model of 8 cost or less. Then it heals 2.

MONSTER HUNTER

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Pistol Whip	1"	5	Df	-	-
Move the target up to 3".					
• Falter: Target gains a Staggered token.					
Giant's Bane	10"	5	Df	-	2
If the target is a unique model, this action receives +.					
• Light 'Em Up: Once per activation. Another ally may declare a W or + action targeting the same model.					
• Marked: Target gains an Adversary token.					
• Explosive Rounds: Enemy models within (X)2" of the target are dealt 1 damage.					

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
Creep Along	-	0	-	6	-
Move this model up to its Sp toward a friendly model in its LoS.					