



6
COST

VATAGI HUNTSMAN

6
DF

6
SP

5
WP

2
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 -

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.