



HUNTER

6
COST

5
DF

6
SP

5
WP

2
SZ



Minion (3), Construct, Loyal • Augmented

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

Deadly Pursuit: During the end phase, this model may move up to 4".

Don't Turn Your Back: Enemy models that activate engaged with this model may not declare the **Interact** action until the end of their activation.

HUNTER

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Metal Claws	1"	5	Df	-	3
• Pouncing Strike: Place this model into base contact with a different enemy model within 5". Then, declare this action again, targeting that enemy model.					
• Assassinate: After killing, gain a Fast token.					
Harpoon Gun	12"	6	Df	-	2
Move the target up to 3" toward this model.					
• Critical Strike: When resolving, this action deals +1 damage to the target.					
• Like the Wind: Move this model up to 5", ignoring enemy models.					

	Rg	Skl	Rst	TN	Dmg
Unnatural Speed	3"	0	-	7	-
Place this model anywhere within range.					
• Defensive Reflexes: This model gains a Shielded token.					