

 5
COST

SAPPER

5
DF6
SP5
WP2
SZ

Minion (3), Living • Cavalier

🛡 **Evasive:** This model may ignore (X) effects which did not target it.

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

SAPPER

Attack Actions Rg Skl Rst TN Dmg

Trench Gun	*	5	Df	-	2
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When this action is declared, choose if it has a range of 1" or 6".

• **Bayonet:** When resolving, deal +1 damage if this action was generated by a **Charge** action.

Disrupt Supply Lines	† 6"	5	Wp	-	-
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Target must discard a random card.

• **Draw Out Secrets:** Make a Scheme marker in base contact with the target.

Tactical Actions Rg Skl Rst TN Dmg

Trench Jump	6"	0	-	6	-
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Target an ally or Assault marker within range. Place this model into base contact with the target.

• **Foxhole:** This model gains a **Hidden** token.