



# HARPOONER

7  
COST5  
DF6  
SP5  
WP2  
SZ

Minion (2), Living • EVS

**Gloryseeker:** While resolving actions targeting a unique model, this model receives +1 Skl.

**Resilient:** Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).

**Weighted Nets:** After this model damages a model, it may drain a ♦ to give the damaged model a **Slow** token.



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## Attack Actions

Rg	Skl	Rst	TN	Dmg
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### 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.

¶ **Onslaught:** Declare this action again, targeting the same model.

■ **Lead the Target:** When resolving, this model may move the target in any direction.

■ **Massive Net:** When resolving, this action deals -1 damage, but deals 1 damage to models within (1)2" of the target. Models damaged by this action gain a **Staggered** token.

### Reel In 12" 7 Sp 11 -

*This action may target friendly models.* Move the target up to 4" toward this model, + 4" for each raise this attack receives.

¶ **Quick Reflexes:** Declare this action again, targeting a different model.

■ **Bon Voyage:** Target gains a **Voyage** token.

¶ **Caught in the Line:** Remove a **Voyage** token from this model. Choose a marker within 2" of the target. Remove the chosen marker, then make a friendly copy of it within 2" of the target.