



SABOTEUR

6
COST5
DF6
SP5
WP2
SZ

STN: 8

Minion (2), Living • M&SU



Set Up for Success: Once per activation. When a Scheme marker within 6" is removed, this model may have an ally within 6" gain a **Shielded** token.

U Unionized: While within 3" of another ally, this model receives a **+1** to its **Df** and **Wp** duels.

SABOTEUR

Attack Actions	Rg	Skl	Rst	TN	Dmg
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Cunning Ploy

1" 5 Df - 2

If the target has a **Staggered** token, this model may add any one suit to its duel total.

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

₩ **Steal Intel:** Remove a Scheme marker within 2" of the target. When resolving, this action deals +2 damage to the target.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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Countdown

10" 0 - 6 -

Target a marker. If this model is in severe or concealing terrain, increase the TN of the **Sp** duel by 2. Enemy models within (1" of the target must pass a TN 11 **Sp** duel or gain a **Staggered** token.

❖ **Flying Debris:** Deal 1 damage to enemy models that failed this duel. Then, remove the target.

█ **Sudden But Inevitable Sabotage:** Make a Scheme marker in base contact with the target. Then, remove the target.

Unnatural Speed

3" 0 - 4 -

Place this model anywhere within range.