

7  
COST

## ROCKETEER

5  
DF6  
SP5  
WP2  
SZ

Minion (2), Living • Cavalier

**Abort Mission:** After resolving an action that targeted and damaged this model, it may discard a card or remove an Assault marker within 2" to move up to 5".

**Flight:** This model ignores terrain and other models while moving.

**Sputtering Exhaust:** The area within 2" of this model is concealing terrain. Friendly models may choose to be unaffected by this terrain.

# ROCKETEER

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
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**Rocket Punch**       1"    6    Df    -    2

If this action was generated by the **Charge** action, it deals +1 damage.

• **Pulled Here and There:** Move either this model or the target up to 3".

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

	Rg	Skl	Rst	TN	Dmg
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**Pilot Flame**       6"    6    Df    -    1

Deal 1 damage to enemy models within  2" of the target.

• **Clear Away:** This model may remove a token from the target.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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• **Onward**      -    0    -    5    -

This model may declare the **Walk** action.

• **Booster Thrust:** While resolving the generated action, increase this model's **Sp** by 4.