



7
COST

THUNDER ARCHER

5
DF

6
SP

5
WP

2
SZ



Minion (3), Living • Monk

☛ **Camouflaged:** While this model is within 1" of blocking terrain, it has cover.

Run and Gun: This model's **Charge** action may generate ☙ actions instead of ☘ actions.

Runed Quiver: *Once per activation.* When determining its final duel total, this model may add one suit of its choice.



THUNDER ARCHER

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Blessed Longbow

* 6 Df - 2

When this action is declared, choose if it has a range of \llcorner 1" or \llcorner 12".

- ♦ **Strafe and Shoot:** This model must be engaged. Move this model up to 2" and it may declare a \llcorner action.
- ☞ **Fistful of Arrows:** When resolving, deal 1 damage to enemy models within (X)2" of the target.
- ☛ **Reposition:** Move this model up to 3".
- 📖 **Piercing:** When resolving, this action ignores \llcorner abilities.
- ☛ **Harvest Chi:** After killing, gain a **Chi** token.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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Target Practice

18" 5 - X -

Once per activation. X is equal to the distance between this model and target Scheme marker. Remove the target.

- 📖 **Inner Peace:** This model may declare the **Prepare** action.