SABERTOOTH CERBERUS

6 COST

5 DF

6 SP

5 WP

3 SZ

Unique, Beast ◆ Chimera

Ambush Hunter: When this model targets a model with no different enemy models within 6", this model receives a ⬦.

Deadly Pursuit: During the end phase, this model may move up to 4".

Thrill of Battle: After killing a non-unique enemy, this model may drain a � to declare the **Charge** action, ignoring special restrictions.

⬦ 1 2 3 4 5 6 7 8

SABERTOOTH CERBERUS

Attack Actions	Rg	Skl	Rst	TN	Dmg
Three-Headed Bite	⚔1"	5	**Df**	-	1

*The first raise this action receives increases this action's **Dmg** by +3 instead of +1.*

- � *Tear Off a Bite:* This model heals 2.
- ☙ *Onslaught:* Declare this action again, targeting the same model.
- ❦ *Caught Alone: This trigger can only be declared if there are no different enemy models within 6" of the target.* When resolving, this action deals +1 damage and ignores 🛡, 🛡, and 🛡 abilities.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
⚑ **Aggressive Leap**	6"	0	-	6	-

Place this model anywhere within range. Until the end of the current activation, it may not declare the **Interact** action.

- ☙ *Slip By:* This model gains a **Hastened** token.