



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  $\infty$  1" or  $\infty$  12".

- ♦ **Strafe and Shoot:** This model must be engaged. Move this model up to 2" and it may declare a  $\infty$  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  $\infty$  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.