



6  
COST

# VATAGI HUNTSMAN

6  
DF

6  
SP

5  
WP

2  
SZ



Minion (3), Living ♦ Apex

☞ **Hard to Kill:** When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

**Set Up the Kill:** When an ally within 6" uses a **Reload** token, it receives a 🎯 to the generated action.

# VATAGI HUNTSMAN

## Attack Actions

Rg Skl Rst TN Dmg

### W&S Pistol

12" 5 Df - 2

☞ **Puncture:** When resolving, this attack receives one additional raise.

☛ **Get in There:** A non-unique friendly model in LoS of the target may move up to 3" toward the target.

### Prepared Trap

8" 5 Wp 8 -

*If the target is cost 7 or more, this action receives a +.*

Move the target up to 6". If the target ends this move in base contact with a marker or destructible terrain, deal 2 damage to it, then remove that terrain or marker.

☞ **Stashed Supplies:** An ally within 2" of the target heals 2.

☛ **Distracting Trap:** Target gains a **Distracted** token.