



3  
COST

# HOPEFUL PROSPECT

5  
DF

6  
SP

4  
WP

2  
SZ



Minion (2), Living, Versatile • Society


**Blissful Ignorance:** When this model activates, it must discard a card if able. Then, if it did, it draws a card.


☛ **Resilient:** Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).


# HOPEFUL PROSPECT


## Attack Actions

	Rg	Skl	Rst	TN	Dmg
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**Trusty Rifle**       14"    4    **Df**    -    2

 **Drawn to the Unknown:** Move a friendly model within range up to 3" toward a marker in its LoS.

 **"I Meant to Do That!":** After failing, the next action this model declares this activation receives +2 **Skl**.

 **Infect:** Target gains a **Poison** token.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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**Safety Precautions**      6"    0    -    6    -

*Friendly only.* Remove a token from the target. For each raise this action receives, this model may remove an additional token.