



# M RUNAWAY

- COST

5  
DF

6  
SP

4  
WP

2  
SZ

*Totem, Minion (3), Living • Apex*



**Demise (Hunted):** After this model is killed, if it was killed by a friendly Lord Cooper, draw two cards.

**Head Start:** This model must be deployed on the centerline.

**Insignificant:** This model cannot declare the **Interact** action and is ignored for strategies and schemes.

**Stealth:** While more than 6" away from this model, enemy models cannot target it and ignore it when drawing LoS.

# RUNAWAY

## Attack Actions      Rg Skl Rst TN Dmg

<b>Just Let Me By</b>	1"	5	Df	-	1
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• **Desperate Duck:** Place this model anywhere within 2".

<b>Call for Help</b>	4"	6	Wp	-	-
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Target gains a **Distracted** token. After resolving this action, a friendly Lord Cooper must declare a **F** action targeting this model, if able.

## Tactical Actions      Rg Skl Rst TN Dmg

<b>Escape</b>	-	-	-	-	-
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*This action cannot be declared by non-Runaway models. This model must be within 4" of a table corner and in the opposing player's deployment zone. This model may draw 3 cards and make a Scheme marker anywhere on the table. Then, remove this model from the game (it is not killed).*