IRON WING

6 COST

5 DF

7 SP

5 WP

3 SZ

Minion (3), Living ◆ Infamous

Flight: This model ignores terrain and other models while moving.

Sputtering Exhaust: The area within 2" of this model is concealing terrain. Friendly models may choose to be unaffected by this terrain.

1 2 3 4 5 6 7 8

IRON WING

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Sky Hook	✥ 8"	5	**Df**	-	2

Target gains an **Entranced** token.

- ☗ *Pull and Drag:* Move the target 3" toward this model.
- ☷ *Draw Out Secrets:* Make a Scheme marker in base contact with the target.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
⚑ **Barrel Roll!**	-	0	-	6	-

Move this model up to 5".

- ◗ *"Bet You're Too Scared to Ride...":* Choose an enemy within 2". Place the chosen model in base contact with this model.
- ☗ *Afterburner:* When resolving, this model may move through enemy models. Enemy models moved through this way gain a **Burning** token.
- ⚘ *Hop On:* Choose an ally within 2". Place the chosen model in base contact with this model.
- ☷ *Free Loot:* Remove a Scheme marker within 2" of this model.

40 mm