



### On the Hunt



- » You may engage 1 enemy.
- » Ranged **ATTACK:** . You may target 1 additional enemy engaged with you.
- » During this action, if you caused at least 2 different enemy types to suffer , you may choose 1 of these enemies. That enemy suffers 1 additional .

"Call your target! I'm off hunting!"

Huntsman - Basic



### Tag Team



- » **AID:** . Choose 1 creature engaged with the target hero and 1 creature in the shadows. Each of those enemies suffers 1 .
- » The target hero may ready 1 action.
- » Ready all your actions.

"Watch and learn, mates. This is how it's done."



Huntsman - Basic



### Master Tracker



- » You may engage 1 creature.
- » **EXPLORE:** .
- » Draw and resolve 1 dungeon card.
- » If you are engaged with at least 1 creature, claim 2 .

"Root, trunk, branch."

Huntsman - Basic



### Hunter's Respite



- » You may exhaust 1 non-nemesis enemy engaged with you or 1 non-nemesis creature anywhere on the board.
- » **REST:** .

"Can't see me now, can you?"

Huntsman - Basic



### Big Game Hunt



- » You may engage 1 enemy.
- » Ranged **ATTACK:** . You may target up to 2 enemies.
- » During this action, if you caused at least 2 different enemy types to suffer , you may choose 1 of these enemies. That enemy suffers 1 additional .

"Blessed Taal, guide my aim."

Huntsman - Advanced



### Hunting Party



- » **AID:** . Choose 1 enemy engaged with the target hero and 1 enemy in the shadows. Each of those enemies suffers 1 .
- » The target hero may ready 1 action.
- » Ready all your actions.

"Gahh! We'll give 'em all out war, right here, right now!"



Huntsman - Advanced



### Taal's Chosen



- » You may engage 1 enemy.
- » **EXPLORE:** .
- » Draw and resolve 1 dungeon card.
- » If you are engaged with at least 1 enemy, distribute 2 among the party.

"Rhya and Taal, guide my steps."

Huntsman - Advanced



### Breathing Space



- » You may exhaust 1 non-nemesis enemy anywhere on the board.
- » **REST:** .

"Keep 'em busy. I've got something special to prepare."

Huntsman - Advanced



### Huntsman

Moving as one with the land, the Huntsman excels in ranged combat, delivering death from afar with bullet and arrow.

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15

If this hero is the party leader, he activates twice during each hero phase.

Huntsman

A hero card for the Huntsman. The card has a yellow background with a brown border. At the top left is a small icon of a gun. The number '15' is in a brown circle at the top right. The text 'If this hero is the party leader, he activates twice during each hero phase.' is on the left. The name 'Huntsman' is on a scroll at the bottom. The central image shows a bearded man in a brown cloak and a red and white turban, holding a long gun.

21

This hero activates twice during each hero phase.

Huntsman

A hero card for the Huntsman. The card has a yellow background with a brown border. At the top left is a small icon of a gun. The number '21' is in a brown circle at the top right. The text 'This hero activates twice during each hero phase.' is on the left. The name 'Huntsman' is on a scroll at the bottom. The central image shows a bearded man in a brown cloak and a red and white turban, holding a long gun.





Weapon - Ranged

During your attack action, if you engage no enemies and target only 1 enemy, apply +2  and -2 resilience to that enemy.

**Giantslayer**  
Huntsman

Accessory - Ammunition

During your attack action, for each enemy you defeat, distribute 1 . If you defeated the highest ranked non-nemesis, distribute 1 more .

**Taal's Blessed Shot**  
Huntsman

Accessory - Equipment

During your explore action, you may place 1 progress on the current location for each enemy engaged with you, with a minimum of 1.

**Tracking Monocle**  
Huntsman

