



Size	Classes	Cost	Limit	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	Assassin / Ranger	19	2	2	6	13	8	14	10	13	10	2	1	10

Classes

Assassin. Assassins score a Critical Hit on roll results of 1, 2, 3.

Ranger. In the End phase of the Active role, Rangers may perform a Normal Movement (note: this does not provoke Reaction from the Reactive Player).

Traits

Survival (Forest, Difficult Environment). This model is not affected by the Forest, Difficult Environment.

Advantage (Beast). Once per Activation Sequence, the model with this Trait may reroll any number of dice (once) during an Attack Action against a target with (Beast) characteristic (Size, Class, Trait, etc.).

Skills

Stealth II. You may deploy this model in the **Shrouded** state. If no enemy model has LoS towards the User, this model may re-enter the **Shrouded** state during its Strategic phase.

Infiltration. You may deploy this model up to the middle line of the field (on your half of the field).

Climbing. This model can perform the Climb Special Movement as if it were a Normal Movement, ignoring "A model cannot perform any other Action while on a vertical surface". While performing Climb, its SPD is not halved.

Tracking. This model gains a +3 Modifier when performing Perceive and Uncover Actions. The user does not suffer the penalty to its INT Stat when it performs the Uncover Action. When performing Perceive, it may reroll a single roll.

Combat Arts

Assassination — this model is at Level I

Lvl	Effect
I ←	Aiming for the Vitals: User's Attack gains +6 PW.

Inventory

Inventory space: 5

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Short Bow	1	Weapo n	T	0-20: 0 21-40:- 6	STA	2	Two-Handed
Short Sword	1	Weapo n	T	0	STA	1	—
Dagger	1	Weapo n	T-3	0	STA	0	Throwing. +1 STK when used against a model in Crouched State.