






MONSTER

# CANUCKMERA

CHIMERA

T4

MOV	AGI	RES	MEL	MAG	RNG
D2+X	4	1	8	8	8
HEALTH	BOUNTY		IF		
12					

	Cost	Reach	Glance	Solid	Crit
 Goose Head	1AP	4	2	3	5
 Beaver Head	1AP	4	1	2	3
 Moose Head	1AP	1	3	4	6

## COMMON INNATE ABILITIES

Fly; Pathfinder; Regeneration (2)

## MONSTER INNATE ABILITIES

Bounty; Hunter; Respawn

**Magical Bounty** - [*Innate*] The Hero that collects Canuckmera's Bounty may take either the Rejuvenation Potion and Scroll of Power Magical Artefacts, or an additional (2F).

**Enhanced Hunter** - [*Innate*] During its Hunter Advance, when moving towards its target, the Canuckmera gains +1 MOV for each level its target has gained. During this activation Canuckmera can make a *Basic Attack* with each eligible weapon using *Goose*, *Beaver*, and *Moose Attacks* in that order.

**Petrify (2♣)** - [*Manoeuvre*] Enemy damaged by *Goose Head Attack* suffers *pin* and *freeze*.

**Blink (2♠)** - [*Manoeuvre*] Enemy attacked by *Beaver Head Attack* is placed adjacent to *Canuckmera* in the hex closest to the model's original position. If multiple options exist, the opposing player decides the final placement. When selecting the 3 attack dice for **Blink Attack**, *Canuckmera* selects (♠), (♣), and Hit symbols in that order.

**Knock Down (2♠)** - [*Manoeuvre*] Model damaged by *Moose Head Attack* suffers *knock down*.