



PREDATOR ELDER

BEGIN THE HUNT

At the beginning of the game, choose an opponent's Unique or Event Hero. That figure is considered Predator Elder's Prey. After revealing an Order Marker and before taking a turn with Predator Elder, you may take a turn with one other Unique Hunter you control. After taking Predator Elder's turn, if he inflicted a wound on or destroyed his Prey during that turn, you may take a turn with a Yautja you control that has not taken a turn this player turn. You may not take any additional turns with other figures you control.

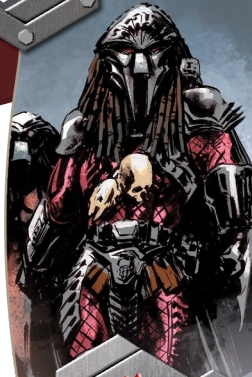
YAUTJA CLOAKING DEVICE

Predator Elder may move through all figures and is never attacked when leaving an engagement. While occupying a non-water space, Predator Elder cannot be targeted by opponents' non-adjacent figures for any attacks or any special powers that require clear sight.

TRAINED TO PERFECTION

Before attacking with Predator Elder, you may choose to either:

- attack any or all figures adjacent to Predator Elder, rolling each attack separately; or
- add one automatic skull when attacking an adjacent figure.



YAUTJA

UNIQUE HERO

HUNTER

HONORABLE

MEDIUM **6**

5
LIFE

MOVE **6**

RANGE **5**

ATTACK **5**

DEFENSE **5**

280

POINTS