TIDES OF MERIDION

The Clampetts, *Bally-Hoo Bucket*

Friendly Angler models gain the following abilities:

Submerged: After succeeding in an attack action targeting an enemy model, this model may remove a **Drift** token from itself to place the target anywhere within 5" of its current location in base contact with a Tide marker.

Strong Current: After this model resolves the **Walk** or **Charge** action, it may discard a card or drain a 🩸 to make a Tide marker within 3".

Friendly Angler models gain the following action:

Tactical Action	Rg	Skl	Rst	TN	Dmg
⚑ Oh No! Ogopogo!	6"	0	-	5	-

Target a friendly Tide marker. Enemy models within (⅄)2" of the target must pass a TN 13 **Df** duel or be dealt 2 damage.

- 🩸 *Low Tide:* Enemies within range of the (⅄) gain a **Staggered** token.

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Markers

Tide: severe, concealing.

Tokens

Aura (Staggered): When an enemy model within 2" of this model activates, it must discard a card or gain a **Staggered** token.

Drift: When this model activates, it may remove this token to place into base contact with a friendly Tide marker within 5".

Entranced: This model's actions that target a friendly model cannot be cheated. After this model resolves an action targeting a friendly model, remove this token.

Hastened: This model receives +2 **Sp**. When this model ends its activation, remove this token. Canceled by **Staggered**.

Staggered: This model suffers -2 **Sp** and cannot be moved by other enemy models. When this model ends its activation, remove this token. Canceled by **Hastened**.