



# BUCKAROO

6  
COST

5  
DF

6  
SP

5  
WP

2  
SZ



Minion (3), Living ♦ Angler

☞ **Resilient:** Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).

**Slip and Slide:** When this model removes a **Drift** token to place in base contact with a friendly Tide marker, it may choose a friendly Tide marker within 10" instead of 5".

**Trample:** This model can move through other models.

# BUCKAROO

## Attack Actions

Rg Skl Rst TN Dmg

**"Mighty" Jaws** //1" 5 **Df** - 1

☞ **Rear Up:** Once per activation. Deal 1 damage to enemy models within (X)2" of this model.

☛ **Reposition:** Move this model up to 3".

## Tactical Actions

Rg Skl Rst TN Dmg

**"Ain't My First Rodeo"** (X)4" 0 - 5 -

Enemy models within range must pass a TN 12 **Df** duel or be dealt 1 damage.

☛ **"...It's My Second":** Place this model anywhere within range.

☛ **Friendly Waters:** This model gains a **Drift** token.

☛ **Onward** - 0 - 6 -

This model may declare the **Walk** action.

☛ **Fastest Time:** After resolving the generated action, this model may make a Tide or Scheme marker in base contact with itself.