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## BEAU FISHBOCKER

- COST

6  
DF6  
SP4  
WP1  
SZ

Totem, Unique, Living • EVS

**Lost in the Bayou:** After a model within 6" empowers a duel, this model may move it 1" after resolving the current action.

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

**Unimpeded:** This model is unaffected by severe and hazardous terrain.

# BEAU FISHBOCKER

Attack Actions	Rg	Skl	Rst	TN	Dmg
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<b>Fishin' Gear</b>	4"	5	Df	-	0
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Enemy models within 4" of this model are dealt 1 damage.

• **Noodling:** This model may remove a marker within 4" of this model. If it does so, it heals 2.

• **Infect:** Target gains a **Poison** token.

<b>† Danger Ahead</b>	2"	5	Wp	10	-
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*This action may target friendly models and cannot target the same model more than once per activation.*  
The target is moved 3", then move this model up to 3" toward the target.

■ **Bon Voyage:** Target gains a **Voyage** token.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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<b>Plenty of Wares</b>	6"	0	-	6	-
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*Once per activation. Other friendly only.* Target heals 2.

■ **Chart the Unknown:** Mark a fieldwork objective complete for the value of one of the top 5 cards in this model's discard pile.

<b>♦ Resupply</b>	-	-	-	-	-
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*Once per turn.* Draw up to two cards from this model's discard pile with values of 1-5.