



# LaCROIX RAIDER

4  
COST

5  
DF

6  
SP

5  
WP

1  
SZ



Minion (3), Living • Kin

**Grab and Go:** After attaching a friendly upgrade, this model heals 1, moves up to 4", and may draw a card.

**Threatening Demeanor:** Once per activation. This model may reduce damage dealt to it by 1.

# LaCROIX RAIDER

Attack Actions	Rg	Skl	Rst	TN	Dmg
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<b>Refurbished Shotgun</b>	*	4	Df	-	2
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*When this action is declared, choose if it has a range of 1" or 8".*

¶ **Wild Shot:** This trigger must be declared, if able.

When resolving, this action deals +1 damage to the target. Then, deal 1 damage to another friendly model within range.

¶ **Reposition:** Move this model up to 3"

■ **Field Kit:** After resolving, one friendly model within 3" of the target heals 1.

❖ **Risky Maneuver:** This trigger must be declared, if able. This model deals 1 irreducible damage to itself. An ally within 3" of this model gains an **Adaptable** token or an **Impact** token.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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<b>Improvised Ammo</b>	8"	0	-	7	-
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*Ally only. Target gains an **Impact** token.*