



COJO

9
COST6
DF6
SP6
WP4
SZ*Unique, Beast • Chimera*

Frenzied Charge: This model may **Charge** while engaged and ignore the once per activation restriction on **Charge**.

Trample: This model can move through other models.

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



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Attack Actions	Rg	Skl	Rst	TN	Dmg
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Guttural Pummeling #1" 6 Df - 3

*The first raise this attack receives increases its **Dmg** by +2 instead of +1.*

¶ **Whirlwind Attack:** Deal 1 damage to enemy models within $(\text{X})2"$ of this model.

₩ **Quick Reflexes:** Declare this action again, targeting a different model.

Toss +2" 6 Df 10 -

*This may target friendly models. Target a model of lower **Sz** than this model. Move the target up to 10" directly away from this model. If this move is interrupted, the target and all models in base contact with it must pass a TN 14 **Df** duel or be dealt 2 damage. Falling does not end this movement.*

♦ **Cojo SMASH:** *Enemy only.* Place this model within 1" of the target. Enemy models within $(\text{X})3"$ gain a **Staggered** token.

■ **Draw Out Secrets:** Make a Scheme marker in base contact with the target.

Tactical Actions **Rg** **Skl** **Rst** **TN** **Dmg**
† Sweep Away $(\text{X})3"$ 0 - 6 -

Move any number of enemy models within range up to 3" directly away from this model.

₩ **The Fear of Pursuit:** Models moved by this action gain an **Adversary** token.