



GOOD OL' BOY

6
COST

5
DF

6
SP

5
WP

2
SZ



Minion (3), Living • Big Hat

Don't Turn Your Back: Enemy models that activate engaged with this model may not declare the **Interact** action until the end of their activation.

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

Seasoned Looter: When this model activates, it may remove a marker within 2" to gain an **Impact** token.

GOOD OL' BOY

Attack Actions Rg Skl Rst TN Dmg

Broken Bottle	1"	6	Df	-	2
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• **Frantic Attack:** This model deals 1 irreducible damage to itself. Declare this action again.

• **Wildly Flailing:** After failing, deal 1 damage to the target.

Compact Shotgun	8"	5	Df	-	2
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Deal 1 damage to enemy models within 1" of the target.

• **Ricochet:** Deal 1 damage to a different model within 3" of the target.

Tactical Actions Rg Skl Rst TN Dmg

Rollin Up My Sleeves	-	-	-	-	-
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Once per activation. This model gains either a **Bolstered** or **Impact** token.