



# DRUMSTICK

8  
COST

5  
DF

7  
SP

5  
WP

2  
SZ

Unique, Living, Undead, Versatile • Big Hat, Jockey

**Flight:** This model ignores terrain and other models while moving.

**In a Cloud of Dust:** After resolving an action that targeted and damaged this model, it may discard a card to move up to 5".

**Ramming Speed:** This model's // actions generated by the **Charge** action receive +1 **Skl** and any one suit to its final duel totals.

1 2 3 4 5 6 7 8 9 10 11

# DRUMSTICK

## Attack Actions

Rg Skl Rst TN Dmg

### "Up We Go!"

//2" 2 Sz - 2

Place the target anywhere within 3" of its current location.

☞ **Critical Strike:** When resolving, this action deals +1 damage to the target.

☛ **Rampage:** Move this model 5", ignoring enemy models. Models moved through this way must pass a TN 13 **Sp** duel or be dealt 1 damage.

## Tactical Actions

Rg Skl Rst TN Dmg

### Falling Skies

10" 0 - 5

*Once per activation. Target a marker.* Enemy models within (X)2" of the target must pass a TN 12 **Sp** duel or be dealt 2 damage and be moved up to 2". Then, remove the target.

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

### ✚ Fly With Me

4" 0 - 5 -

*This model may target a friendly model within 2".* Place this model within range. If this action received a raise, place the target (if any) in base contact with this model.