# BUCKAROO

**COST** 6

**DF** 5

**SP** 6

**WP** 5

**SZ** 2

Minion (3), Living ◆ Angler

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

**Slip and Slide:** When this model removes a **Drift** token to place in base contact with a friendly Tide marker, it may choose a friendly Tide marker within 10" instead of 5".

**Trample:** This model can move through other models.

1 2 3 4 5 6 7

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## Attack Actions

| | Rg | Skl | Rst | TN | Dmg |
|---|---|---|---|---|---|
| **"Mighty" Jaws** | ⚔1" | 5 | **Df** | - | 1 |

- ⚑ *Rear Up: Once per activation.* Deal 1 damage to enemy models within (♆)2" of this model.
- ⚑ *Reposition:* Move this model up to 3".

## Tactical Actions

| | Rg | Skl | Rst | TN | Dmg |
|---|---|---|---|---|---|
| **"Ain't My First Rodeo"** | (♆)4" | 0 | - | 5 | - |

Enemy models within range must pass a TN 12 **Df** duel or be dealt 1 damage.

- ⚑ *"...It's My Second":* Place this model anywhere within range.
- ⚑ *Friendly Waters:* This model gains a **Drift** token.

| | Rg | Skl | Rst | TN | Dmg |
|---|---|---|---|---|---|
| **⚑ Onward** | - | 0 | - | 6 | - |

This model may declare the **Walk** action.

- ⚑ *Fastest Time:* After resolving the generated action, this model may make a Tide or Scheme marker in base contact with itself.

40 mm