



M BARRELBY

7
COST

5
DF

6
SP

5
WP

2
SZ

Unique, Living, Versatile • Tri-Chi, Jockey



Armor: Once per activation. This model may reduce damage dealt to it by 1.

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

BARRELBY

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Staggering Punch	1"	6	Df	-	2

Target gains a **Staggered** token.

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

₩ **Accidental Roll Over:** Move this model up to 5", ignoring other models. Enemy models moved through this way must pass a TN 10 **Df** duel or be dealt 1 damage and gain a **Poison** token.

█ **Good for a Laugh:** Draw two cards, then discard a card.

Barrel Blast	10"	5	Sp	-	2
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Move the target up to 2".

¶ **Volley:** Once per activation. Declare this action again targeting a different model, drawing range and LoS from the original target.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
Asleep at the Wheel	6"	0	-	6	-

Friendly only. Move the target up to 3". Then, enemy models within 2" of the target gain a **Poison** token.