



THE CLAMPETTS

BALLY-HOO BUCKET

- COST

5
DF6
SP6
WP3
SZTides of
MeridionJudd &
Honey

Master, Unique, Living • Angler



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

Meridion's Passage: Once per activation. After resolving an action where this model moves through the centerline, make a Tide marker anywhere on the centerline.

Offboard Motor: While resolving the **Charge** action, increase the distance this model moves by up to +4".

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Bally-Hoo Bucket

Attack Actions	Rg	Skl	Rst	TN	Dmg
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Caught in the Motor	1"	6	Df	-	3
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♦ ♦ **Catch of a Lifetime:** This model heals 6.

♦ ♦ **Wallowing:** This model gains an **Aura (Staggered)** token.

♦ ♦ **Gut Feeling:** Once per activation. Choose a suit.

Target may discard a card of the chosen suit.
If it does not, declare this action again.

Drawn to the Sea	12"	6	Wp	13	-
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Move the target up to 6" toward a piece of terrain or Tide marker in its LoS.

♦ ♦ **From the Depths:** Target must be within 1" of a Tide marker. Target is dealt 3 damage.

♦ ♦ **Coordinated Attack:** Another friendly model may declare a ♦ action targeting the same model.

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

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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Waves Crash	8"	0	-	6	-
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Make a Tide marker within range. Enemy models within (X)2" of the made marker must pass a TN 13 Sp duel or be dealt 1 damage.

♦ ♦ **Lucky Lure:** An ally within 2" of the made marker gains a **Drift** token.

♦ ♦ **Claimed by the Deep:** Remove any one marker touching a (X) generated by this action.