



- COST

CORNELIUS BASSE

BADLANDS SHERIFF

6
DF6
SP5
WP2
SZ*Master, Unique, Living • Frontier*

Law's Reach

Bernadette,
Bravo

Rush: While resolving the **Charge** action, increase the distance this model moves by up to +2".

Tangled in Briars: After resolving an action that targeted and damaged this model, this model may drain a ♦ to place the attacker within 4" of its current location and have it gain an **Exposed** token.

Warrants: After an enemy model within 10" declares the **Interact** action or successfully attacks a friendly model, that enemy gains a **Bounty** token.

CORNELIUS BASSE

Badlands Sheriff

Attack Actions

Rg Skl Rst TN Dmg

Shackles

¶ 1" 6 Sp - 3

Target gains a **Staggered** token. Move the target up to 2", then move this model up to 2".

◆ **Tough as Nails:** Once per turn. This model heals 4, +2 if this action received a raise.

◆ **Knock Aside:** Move the target up to 3".

◆ **Biting Jaws:** Once per activation. Summon a Clockwork Trap in base contact with the target.

Runed Shotgun

¶ 10" 6 Df - 2

If this action receives a raise, deal 1 damage to enemy models within (X)2" of the target. Models damaged by this action gain a **Staggered** token.

■ **Maneuver:** Another ally within LoS may move up to 3".

◆ **Wanted:** Target gains a **Bounty** token.

Tactical Actions

Rg Skl Rst TN Dmg

On the Trail

10" 0 - 4 -

Target a model with a **Bounty** token. Move this model up to its **Sp** toward the target.

◆ **Spring Trap:** A Clockwork Trap within 6" may declare a ¶ action.

Set Trap

6" 0 - 4 -

Summon a Clockwork Trap in range.