



COOPER JONES

- COST

5
DF

6
SP

5
WP

1
SZ



Totem, Unique, Living • Tri-Chi

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

Bumper Barrels: After this model ends a move outside of its activation, it may deal 1 damage to itself and all models in base contact with it.



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COOPER JONES

Attack Actions Rg Skl Rst TN Dmg

Flame Blast	† 8"	6	Df	-	2
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The target and models within (X)2" of the target gain a **Burning** token.

- **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.
- **Big Boom:** When resolving, increase the (X) of this action by 1".

Tactical Actions Rg Skl Rst TN Dmg

Resupply	-	-	-	-	-
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Once per turn. Draw up to two cards from this model's discard pile with values of 1-5.

Defensive Energy	8"	0	-	5	-
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Friendly only. Target gains a **Shielded** token.

- **Sudden Inspiration:** Target gains an **Insight** token.

Moonshine and a Barrel	3"	-	-	-	-
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Once per turn. Enemy only. Remove a friendly **Poison** token from the target. Summon a Whiskey Gamin within 1" of the target. Enemy models within (X)1" of the summoned model gain a **Distracted** token.