



BUCKAROO

6
COST

5
DF

6
SP

5
WP

2
SZ

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.

BUCKAROO

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 (X)2" of this model.

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

Tactical Actions Rg Skl Rst TN Dmg

"Ain't My First Rodeo" (X)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.

↖ **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.