



ORO BORO

COST

5
DF

6
SP

6
WP

2
SZ

Totem, Unique, Construct • Bygone

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

Demise (Dropped Tail): *Once per game.* When this model is killed, it heals 4 and makes a Scheme marker in base contact with itself.

Horizon's Call: If this model has a **Shielded** token, it may ignore terrain and other models while moving.

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Attack Actions

	Rg	Skl	Rst	TN	Dmg
Iron Tail	//1"	5	Df	-	2

This model may remove a token from the target.

📖 **Rollout:** This trigger can only be declared if this action was generated by the **Charge** action. When resolving, this action deals +1 damage to the target and ignores 🛡 abilities.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
Steamroller	-	0	-	6	-

Once per activation. Move this model 12" in a straight line, ignoring models and vertical distance. Any markers this model moves through in this way are removed.

📖 **Desert Dweller:** When resolving, this model may move in any direction. Enemy models moved through this way are dealt 1 damage.

⚔ **Defensive Energy** 8" 0 - 4 -
Friendly only. Target gains a **Shielded** token.

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