PAUL CROCKETT

6 COST

5 DF

7 SP

5 WP

2 SZ

Henchman, Unique, Living · Frontier

⚕ Favorable Terrain: If this model has cover or concealment, it has both.

Ralphie, No!: After resolving an action that targeted and damaged this model, this model may remove a friendly token from itself or the attacker to deal 1 damage to the attacker.

1 2 3 4 5 6 7 8

PAUL CROCKETT

Attack Actions	Rg	Skl	Rst	TN	Dmg
Woodsman's Axe	⚔1"	5	**Df**	-	2

- *Finisher:* When resolving, deal +1 damage for each token on the target (to a maximum of +2).
- *Onslaught:* Declare this action again, targeting the same model.

	Rg	Skl	Rst	TN	Dmg
Trusty Rifle	⚐14"	5	**Df**	-	2

- *Wilderness Paths:* Place this model anywhere within 8", within 1" of blocking terrain.
- *Biting Jaws: Once per activation.* Summon a Clockwork Trap into base contact with the target.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
Hidden Supplies	6"	0	-	6	-

Target an enemy Scheme marker. Once per activation. Summon a Clockwork Trap into base contact with the target. Then, remove the target.

40 mm