



6
COST

ROUGH RIDER

5
DF

6
SP

5
WP

3
SZ



Minion (2), Living ♦ Wastrel

Cumbersome: This model may not scale terrain.

☞ **Hard to Kill:** When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

Unimpeded: This model is unaffected by severe and hazardous terrain.

ROUGH RIDER

Attack Actions

| | Rg | Skl | Rst | TN | Dmg |
|--|----|-----|-----|----|-----|
|--|----|-----|-----|----|-----|

Trampling Hooves

| | | | | |
|-----|---|----|---|---|
| ⚡1" | 5 | Df | - | 1 |
|-----|---|----|---|---|

If this action was generated by the **Charge** action, it deals +1 damage.

⚡ **Like the Wind:** Move this model up to 5", ignoring enemy models.

Repeating Rifle

| | | | | |
|------|---|----|---|---|
| 🔫14" | 5 | Df | - | 2 |
|------|---|----|---|---|

If there are no different enemy models within 4" of the target, this action receives a ⚡.

🔫 **Critical Strike:** When resolving, this action deals +1 damage to the target.

Tactical Actions

| | Rg | Skl | Rst | TN | Dmg |
|--|----|-----|-----|----|-----|
|--|----|-----|-----|----|-----|

⚡ Taking Off!

| | | | | |
|---|---|---|---|---|
| - | 0 | - | 6 | - |
|---|---|---|---|---|

Move this model up to 5".