



# M 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.

# ORO BORO

## Attack Actions      Rg Skl Rst TN Dmg

<b>Iron Tail</b>	1"	5	Df	-	2
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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

<b>Steamroller</b>	-	0	-	6	-
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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.

<b>Defensive Energy</b>	8"	0	-	4	-
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Friendly only. Target gains a **Shielded** token.

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