



# BRACKISH BULLY

The Clampetts, Fisherfolk



Friendly Angler models gain the following ability:

**Fishin' Holes:** When this model succeeds in an attack action which deals damage, it may remove a friendly Tide marker within 1" of itself to deal +1 damage.

Friendly unique Angler models gain the following actions:

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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‡ <b>Nautical Nonsense</b>	6"	0	-	6	-
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Make a Tide marker within range.

♦ **Bestest Boy:** Summon a Bruce in base contact with the made marker.

‡♦ <b>"Caught a Big 'Un."</b>	6"	-	-	-	-
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Target a friendly Tide marker. Declare an attack drawing range and LoS from the target. If the attack succeeds, draw a card and remove the target.

Crew Card



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## Markers

**Tide:** severe, concealing.

## Tokens

**Aura (Staggered):** When an enemy model within 2" of this model activates, it must discard a card or gain a **Staggered** token.

**Drift:** When this model activates, it may remove this token to place into base contact with a friendly Tide marker within 5".

**Entranced:** This model's actions that target a friendly model cannot be cheated. After this model resolves an action targeting a friendly model, remove this token.

**Hastened:** This model receives +2 **Sp**. When this model ends its activation, remove this token. Canceled by **Staggered**.

**Staggered:** This model suffers -2 **Sp** and cannot be moved by other enemy models. When this model ends its activation, remove this token. Canceled by **Hastened**.