



# BO PEEP

7  
COST5  
DF7  
SP5  
WP2  
SZ

Henchman, Unique, Living, Beast, Versatile • Sooey, Jockey

## **And the Crowd Goes Wild!**: Once per activation.

When a friendly model within 8" of this model damages an enemy model, the friendly model may heal 1.

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

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Attack Actions	Rg	Skl	Rst	TN	Dmg
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<b>Hogwash Slosh</b>	4"	6	Df	-	2
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If the target is in base contact with this model, this action receives a +.

- ◆ **The Race is On:** Choose a friendly Jockey model in play. Move the chosen model up to 5".
- ◆ **Knock Aside:** Move the target up to 3".
- ◆ **Rampage:** Move this model 5", ignoring enemy models. Models moved through this way must pass a TN 13 Sp duel or be dealt 1 damage.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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<b>Nitro Boost</b>	(X) 3"	0	-	5	-
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Friendly models within range may either move 3" or heal 1.

<b>Pork Roast Rodeo:</b> Make a Scheme marker into base contact with a model moved by this action.	6"	0	-	4	-
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<b>Expanding Influence</b>	6"	0	-	4	-
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Ally or friendly minion only. Move the target up to 4" toward a friendly model in its LoS.