



M

- COST

## ORVILLE AGASSIZ

6  
DF6  
SP4  
WP2  
SZ

Totem, Unique, Living • EVS

**Aeronautical Eccentricity:** When this model ends a move within 1" of another ally, that ally may remove a **Voyage** token to move up to its **Sp.**

**Flight:** This model ignores terrain and other models while moving.

**Sputtering Exhaust:** The area within 2" of this model is concealing terrain. Friendly models may choose to be unaffected by this terrain.



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# ORVILLE AGASSIZ

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>"Up We Go!"</b>	¶ 2"	2	Sz	-	2

Place the target anywhere within 3" of its current location.

¶ **Bouncing Bombs:** A different enemy within 2" of the target is dealt 2 damage.

¶ **Reposition:** Move this model up to 3".

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
<b>Barrel Roll!</b>	-	0	-	6	-

Move this model up to 5".

¶ **"That Looks Fun!"**: An ally in LoS may move up to 2" toward this model.

¶ **Paper Airplanes**: Enemy models within (X)2" must pass a TN 13 Wp duel or gain a **Staggered** token.

## Resupply

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