



LaCROIX RAIDER

4
COST

5
DF

6
SP

5
WP

1
SZ



Minion (3), Living • Kin

Grab and Go: After attaching a friendly upgrade, this model heals 1, moves up to 4", and may draw a card.

Threatening Demeanor: Once per activation. This model may reduce damage dealt to it by 1.

LaCROIX RAIDER

Attack Actions	Rg	Skl	Rst	TN	Dmg
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Refurbished Shotgun	*	4	Df	-	2
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When this action is declared, choose if it has a range of 1" or 8".

¶ **Wild Shot:** This trigger must be declared, if able.

When resolving, this action deals +1 damage to the target. Then, deal 1 damage to another friendly model within range.

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

■ **Field Kit:** After resolving, one friendly model within 3" of the target heals 1.

❖ **Risky Maneuver:** This trigger must be declared, if able. This model deals 1 irreducible damage to itself. An ally within 3" of this model gains an **Adaptable** token or an **Impact** token.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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Improvised Ammo	8"	0	-	7	-
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*Ally only. Target gains an **Impact** token.*