



# BO PEEP

7  
COST

5  
DF

7  
SP

5  
WP

2  
SZ



Henchman, Unique, Living, Beast, Versatile • Sooley, 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

### Hogwash Slosh

// 4" 6 Df - 2

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

### Nitro Boost

(X) 3" 0 - 5 -

Friendly models within range may either move 3" or heal 1.

🦅 **Pork Roast Rodeo:** Make a Scheme marker into base contact with a model moved by this action.

🦅 **Expanding Influence** 6" 0 - 4 -

*Ally or friendly minion only.* Move the target up to 4" toward a friendly model in its LoS.