



BUCKAROO

6
COST

5
DF

6
SP

5
WP

2
SZ



Minion (3), Living ♦ Angler

☞ **Resilient:** Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).

Slip and Slide: When this model removes a **Drift** token to place in base contact with a friendly Tide marker, it may choose a friendly Tide marker within 10" instead of 5".

Trample: This model can move through other models.

BUCKAROO

Attack Actions

Rg Skl Rst TN Dmg

"Mighty" Jaws //1" 5 **Df** - 1

☞ **Rear Up:** Once per activation. Deal 1 damage to enemy models within (X)2" of this model.

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

Tactical Actions

Rg Skl Rst TN Dmg

"Ain't My First Rodeo" (X)4" 0 - 5 -

Enemy models within range must pass a TN 12 **Df** duel or be dealt 1 damage.

☞ **"...It's My Second":** Place this model anywhere within range.

☞ **Friendly Waters:** This model gains a **Drift** token.

☞ **Onward** - 0 - 6 -

This model may declare the **Walk** action.

☞ **Fastest Time:** After resolving the generated action, this model may make a Tide or Scheme marker in base contact with itself.