



COOPER JONES

-
COST

5

DF

6

SP

5

WP

1

SZ

Totem, Unique, Living • Tri-Chi

🛡️ **Armor:** *Once per activation.* This model may reduce damage dealt to it by 1.

Bumper Barrels: After this model ends a move outside of its activation, it may deal 1 damage to itself and all models in base contact with it.

COOPER JONES

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Flame Blast

✦ 8" 6 Df - 2

The target and models within (X)2" of the target gain a **Burning** token.

⚔ **Accidental Roll Over:** Move this model up to 5", ignoring other models. Enemy models moved through this way must pass a TN 10 **Df** duel or be dealt 1 damage and gain a **Poison** token.

📖 **Big Boom:** When resolving, increase the (X) of this action by 1".

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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♦ Resupply

- - - - -

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

✦ Defensive Energy

8" 0 - 5 -

Friendly only. Target gains a **Shielded** token.

🌀 **Sudden Inspiration:** Target gains an **Insight** token.

♦ Moonshine and a Barrel

3" - - - -

Once per turn. Enemy only. Remove a friendly **Poison** token from the target. Summon a Whiskey Gamin within 1" of the target. Enemy models within (X)1" of the summoned model gain a **Distracted** token.