



DRUMSTICK

8
COST5
DF7
SP5
WP2
SZ

Unique, Living, Undead, Versatile • Big Hat, Jockey

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

In a Cloud of Dust: After resolving an action that targeted and damaged this model, it may discard a card to move up to 5".

Ramming Speed: This model's \mathbb{W} actions generated by the **Charge** action receive +1 Skl and any one suit to its final duel totals.



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DRUMSTICK

Attack Actions

	Rg	Skl	Rst	TN	Dmg
"Up We Go!"	6"	2	Sz	-	2

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

¶ **Critical Strike:** When resolving, this action deals +1 damage to the target.

₩ **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
Falling Skies	10"	0	-	5	

Once per activation. Target a marker. Enemy models within (X)2" of the target must pass a TN 12 Sp duel or be dealt 2 damage and be moved up to 2". Then, remove the target.

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

Fly With Me	4"	0	-	5	-
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This model may target a friendly model within 2". Place this model within range. If this action received a raise, place the target (if any) in base contact with this model.