



4
COST

LACROIX RAIDER

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


Refurbished Shotgun


* 4 Df - 2


When this action is declared, choose if it has a range of $\llcorner 1''$ or $\llcorner 8''$.

 **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

Improvised Ammo

8" 0 - 7 -

Ally only. Target gains an **Impact** token.