



GOOD OL' BOY

6
COST

5
DF

6
SP

5
WP

2
SZ

Minion (3), Living • Big Hat

Don't Turn Your Back: Enemy models that activate engaged with this model may not declare the **Interact** action until the end of their activation.

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

Seasoned Looter: When this model activates, it may remove a marker within 2" to gain an **Impact** token.

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Attack Actions

Rg Skl Rst TN Dmg

Broken Bottle //1" 6 Df - 2

⚔ **Frantic Attack:** This model deals 1 irreducible damage to itself. Declare this action again.

📖 **Wildly Flailing:** After failing, deal 1 damage to the target.

Compact Shotgun 🔫8" 5 Df - 2

Deal 1 damage to enemy models within (X)1" of the target.

🌀 **Ricochet:** Deal 1 damage to a different model within 3" of the target.

Tactical Actions

Rg Skl Rst TN Dmg

⚡ **Rollin Up My Sleeves** - - - - -

Once per activation. This model gains either a **Bolstered** or **Impact** token.