



COST

# THE CLAMPETTS

## BALLY-HOO BUCKET

5

DF

6

SP

6

WP

3

SZ

Master, Unique, Living • Angler

Tides of  
Meridion

Judd &  
Honey

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

**Meridion's Passage:** *Once per activation.* After resolving an action where this model moves through the centerline, make a Tide marker anywhere on the centerline.

**Offboard Motor:** While resolving the **Charge** action, increase the distance this model moves by up to +4".

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# THE CLAMPETTS

## Bally-Hoo Bucket

### Attack Actions

**Caught in the Motor**    *1"*    6    **Df**    -    3

♦♦ **Catch of a Lifetime:** This model heals 6.

⚔ **Wallowing:** This model gains an **Aura (Staggered)** token.

📖 **Gut Feeling:** Once per activation. Choose a suit. Target may discard a card of the chosen suit. If it does not, declare this action again.

**Drawn to the Sea**    *+12"*    6    **Wp**    13    -

Move the target up to 6" toward a piece of terrain or Tide marker in its LoS.

♦ **From the Depths:** Target must be within 1" of a Tide marker. Target is dealt 3 damage.

⚔ **Coordinated Attack:** Another friendly model may declare a *1"* action targeting the same model.

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

### Tactical Actions

⚡ **Waves Crash**    8"    0    -    6    -

Make a Tide marker within range. Enemy models within (X)2" of the made marker must pass a TN 13 **Sp** duel or be dealt 1 damage.

🌀 **Lucky Lure:** An ally within 2" of the made marker gains a **Drift** token.

📖 **Claimed by the Deep:** Remove any one marker touching a (X) generated by this action.