JEBEDIAH JONES

COST 7

DF 5

SP 7

WP 4

SZ 2

Unique, Living ◆ Big Hat, Tricksy

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

Best Hats in Town: After this model is deployed, summon up to two Habber-Dashers within 6" of it.

Cog in Your Plans: *Once per activation.* After a Scheme marker is made within 3", this model may drain a 🔻 or discard a card to summon a Habber-Dasher into base contact with the made marker.

1 2 3 4 5 6 7 8 9

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Attack Actions	Rg	Skl	Rst	TN	Dmg
Mechanical Hooves	⚔1"	5	**Df**	-	2

*This action receives +1 **Skl** and any one suit if it was generated by the **Charge** action.*

- 🐾 ***See Yer Weakness:*** *Remove a friendly token from the target.* When resolving, deal +2 damage.
- 🐎 ***You're Comin' With Me:*** Move the target up to 3", then place this model into base contact with it.

Hatling Gun	🔫12"	6	**Df**	-	2

- 🐾 ***Volley:*** *Once per activation.* Declare this action again targeting a different model, drawing range and LoS from the original target.
- 📖 ***Draw Out Secrets:*** Make a Scheme marker in base contact with the target.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
⚑ **Bacon-Greased Lightning**	-	0	-	6	-

Once per activation. Move this model up to 5", ignoring enemy models. Enemy models moved through this way gain a **Staggered** token.

- 📖 ***"Lost My Hat!":*** Summon a Habber-Dasher in base contact with this model.

40 mm