



COST

CORNELIUS BASSE

BADLANDS SHERIFF

6

DF

6

SP

5

WP

2

SZ

Master, Unique, Living • Frontier

Law's Reach

Bernadette,
Bravo

Rush: While resolving the **Charge** action, increase the distance this model moves by up to +2".

☛ **Tangled in Briars:** After resolving an action that targeted and damaged this model, this model may drain a ♦ to place the attacker within 4" of its current location and have it gain an **Exposed** token.

Warrants: After an enemy model within 10" declares the **Interact** action or successfully attacks a friendly model, that enemy gains a **Bounty** token.

♦ 1 2 3 4 5 6 7 8 9 10 11 12 13 14

CORNELIUS BASSE

Badlands Sheriff

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Shackles	1"	6	Sp	-	3

Target gains a **Staggered** token. Move the target up to 2", then move this model up to 2".

♦ **Tough as Nails:** Once per turn. This model heals 4, +2 if this action received a raise.

⚔ **Knock Aside:** Move the target up to 3".

🦋 **Biting Jaws:** Once per activation. Summon a Clockwork Trap in base contact with the target.

Runed Shotgun	10"	6	Df	-	2
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If this action receives a raise, deal 1 damage to enemy models within (X)2" of the target. Models damaged by this action gain a **Staggered** token.

📖 **Maneuver:** Another ally within LoS may move up to 3".

🦋 **Wanted:** Target gains a **Bounty** token.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
↓ On the Trail	10"	0	-	4	-

Target a model with a **Bounty** token. Move this model up to its **Sp** toward the target.

🦋 **Spring Trap:** A Clockwork Trap within 6" may declare a 1" action.

↓ Set Trap	6"	0	-	4	-
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Summon a Clockwork Trap in range.