

### BIG TOP

BOZO, LEADER 25 E B



1

2  2  2 

**MY CIRCUS, MY MONKEYS**

When a visible Bozo uses the Loot Gear or Loot Goods action, gain one Luck token.

### BIG TOP

BOZO, LEADER 25 E B



2


2  3  3 




**MY CIRCUS, MY MONKEYS**

When a visible Bozo uses the Loot Gear or Loot Goods action, gain one Luck token.

### BLAMMO

BOZO, SPECIALIST 15 E B



1  1  2  1 

**SHORT FUSE**

Actions targeting this model are Dangerous for models within **RED**.

### GIGGLE JUICER

Replace target Gonk with a Fool under your control.

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Replace target Gonk with a Fool under your control.



### BOZO BOMBS

Blast. Before rolling, you may discard a Luck token to give this action Deadly.

### BLAMMO

BOZO, SPECIALIST 15 E B



1  1  2  1 

**SHORT FUSE**

Actions targeting this model are Dangerous for models within **RED**.

### DEAD RINGERS

BOZO 20 E B



2  2  2  2 

**DOUBLE ACT**

When deploying Dead Ringers, both models must be placed within reach of each other. When Active, you may take actions with either model, but may not take more than two actions with either one. If they are taken out, both models will be taken out at the same time and each drops a Body token.

### DEAD RINGERS

BOZO 20 E B



2  2  2  2 

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When deploying Dead Ringers, both models must be placed within reach of each other. When Active, you may take actions with either model, but may not take more than two actions with either one. If they are taken out, both models will be taken out at the same time and each drops a Body token.

### JESTER

BOZO 20 E B



2  2  1 

**MS. CHIEF**

When this model's activation ends, all friendly Bozos visible to it may move **RED**. Then you may discard one Luck token to have one of the Bozos that moved make one Melee Attack for free.

### JESTER

BOZO 20 E B



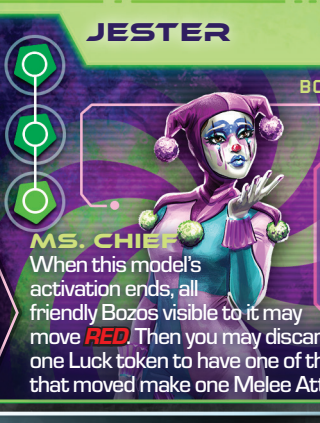
2  2  2 


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### JESTER

BOZO 20 E B



2  2  3 

**MS. CHIEF**

When this model's activation ends, all friendly Bozos visible to it may move **RED**. Then you may discard one Luck token to have one of the Bozos that moved make one Melee Attack for free.

### BLACKMAIL FILES

Choose one of the target's available actions (including basic actions) and choose a valid target for it: resolve that action as if the target was taking the action for free (this may make a model attack a model it considers friendly).

### ORGAN GRINDER



BOZO 12 <sup>E</sup>/<sub>B</sub>

1

1

1

#### PRATFALL

When this model fumbles, gain one Luck token (it may not be used to reroll the fumble).

### ORGAN GRINDER★



BOZO 12 <sup>E</sup>/<sub>B</sub>

1

2

1

#### PRATFALL

When this model fumbles, gain one Luck token (it may not be used to reroll the fumble).

### CENTWIT



BOZO 15 <sup>E</sup>/<sub>B</sub>

1

1

1

#### DEAD LUCKY

When this model takes out a rival, gain one Luck token.

#### SEWER-SAVVY

If no rivals have line of sight to this model when its activation ends, it may move **GREEN**.

#### CHAINSAW

Bulky



Rapid 2, Deadly Crits, Unwieldy

#### CHAINSAW

Bulky



Rapid 2, Deadly Crits, Unwieldy

### CENTWIT★



BOZO 15 <sup>E</sup>/<sub>B</sub>

1

1

2

#### DEAD LUCKY

When this model takes out a rival, gain one Luck token.

#### SEWER-SAVVY

If no rivals have line of sight to this model when its activation ends, it may move **GREEN**.

### FOOL



BOZO, GONK 5 <sup>E</sup>/<sub>B</sub>

1

1

#### PUNCHING DOWN

This model gains +1 to all attack rolls which target a wounded character.