



2  
COST

# BAYOU GREMLIN

4  
DF

7  
SP

4  
WP

1  
SZ

Peon (7), Living, Versatile • Big Hat

**Demise (Gator Chow):** After this model is killed, draw a card. Then, if this model was not killed by an ally, discard a card.

**Unimpeded:** This model is unaffected by severe and hazardous terrain.

# BAYOU GREMLIN

## Tactical Actions

**Rg** **Skl** **Rst** **TN** **Dmg**

### Beat Down

1" 4 **Df** - 1

*This attack receives +1 **Skl** if there is at least one other friendly Bayou Gremlin within 1" of the target.*

☛ **Gang Up:** When resolving, deal +1 damage for each other ally within 1" of the target, to a maximum of +2.

### Firing Line

10" 4 **Df** - 1

*This attack receives +1 **Skl** and +1 **Dmg** for each other friendly Bayou Gremlin within 3" of this model that has not activated this turn, to a maximum of +2. After resolving, all other friendly Bayou Gremlins within 3" count as having activated this turn.*

☛ **"Backfire!":** This trigger must be declared, if able. Kill this model. When resolving, this attack deals +1 damage.