GEORGY AND OLAF

8 COST

5 DF

6 SP

6 WP

3 SZ

Unique, Living ◆ Big Hat

Borrowed Oomph: When this model would deal damage to an enemy, it may remove an **Impact** token from an ally within 6" to deal +1 damage.

Demise (I'm Done With This): After this model is killed, it may summon a Bayou Gremlin into base contact with this model.

Two Heads is Better: *Once per turn.* After this model resolves the **Walk** action, it may discard a card to declare the **Interact** action.

1 2 3 4 5 6 7 8 9 10 11

GEORGY AND OLAF

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Huge Fists	2"	6	**Df**	-	3

- **Fix it!**: An ally within 2" of the target heals 2.
- **Pouncing Strike:** Place this model into base contact with a different enemy model within 5". Then, declare this action again, targeting that enemy model.

	Rg	Skl	Rst	TN	Dmg
Custom Firearm	12"	5	**Df**	-	2

- **Get in There:** A non-unique friendly model in LoS of the target may move up to 3" toward the target.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
"Who Runs Gremlin-Town?"	6"	0	-	6	-

Other ally only. The target gains a **Bolstered** or **Impact** token.

- **"I DO!":** *Once per turn.* If the target is a friendly master, deal 1 irreducible damage to this model. The target may declare an action.
- **Break Stuff:** Remove a Scheme marker within range.

40 mm