

 5  
COST

## GREMLIN CRIER

5  
DF6  
SP5  
WP1  
SZ

Minion (3), Living, Loyal • Big Hat



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

**First to Speak:** If this model has already activated this turn, enemy attack actions that target this model cannot cheat their duel.

**Loudmouth:** Enemy ♣ actions that target allies within 4" suffer -1 Skl.

# GREMLIN CRIER

## Attack Actions

Rg	Skl	Rst	TN	Dmg
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**Obnoxious Ramblings** †10" 5 Wp - 1

Target gains a **Stunned** token.

• "Here Ye, Hear Me!": Target must be at a lower elevation. When resolving, deal +1 damage.

**By Som'er's Orders** †10" 5 Wp 11 -

*This action cannot target the same model more than once per activation. This action may target friendly models. This action cannot be controlled by the enemy crew.* Target declares an action, chosen and controlled by this model. If the generated action fails, the target is dealt 1 damage.

• **Threaten Beatings:** Friendly only. Make a Scheme marker within 1" of the target. Then, kill the target.

• **Mandatory Explosives Training:** Friendly only. Enemy models within (1)1" of the target are dealt 2 damage. Then, kill the target.