



# LENNY JONES

10  
COST

5  
DF

6  
SP

4  
WP

3  
SZ

Henchman, Unique, Living • Big Hat

**Gremlin General:** Other allies within 2" receive a **+** to their attacks.

**Grit:** While this model has half of its maximum health or less, its attack actions receive a **+**.

**Resilient:** Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).

1 2 3 4 5 6 7 8 9 10 11 12 13

# LENNY JONES

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
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‡ **Whack'n Stick** ‖2" 6 **Df** - 3

☞ **Pound to Dust:** Remove all non-Scheme markers within (X)2" of the target.

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

✖ **Whacked Piglet:** Deal 2 damage to a different enemy within 8".

**Toss** ‡2" 6 **Df** 12 -

*This may target friendly models. Target a model of lower **Sz** than this model. Move the target up to 10" directly away from this model. If this move is interrupted, the target and all models in base contact with it must pass a TN 14 **Df** duel or be dealt 2 damage. Falling does not end this movement.*

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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♦ **Friends** 4" - - - -

*Once per turn. Summon up to two Bayou Gremlins within range.*