GAUTRAEUX BOKOR

5 COST

5 DF

6 SP

5 WP

1 SZ

Minion (3), Living ◆ *Wizz-Bang*

🛡 **Hard to Kill:** When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

Proper Motivation: *Once per turn.* After resolving a friendly effect that damaged this model, this model may move up to 4" and make a Scheme marker in base contact.

Swamp Lights: This model may remove a **Glowy** token on it to reduce damage dealt to it by 2.

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GAUTRAEUX BOKOR

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Swamp Spirits	✛8"	5🂱	**Df**	-	2

Models within (X)1" of the target are dealt 1 damage. For each raise this action receives, increase the (X) by +2".

- ◆ *"Strike, My Pretties...":* Once per activation. Select a ⚒ action on a friendly model within 6". This model declares the selected action.
- 🦇 *"That's Normal":* The target gains a **Glowy** token.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
⚑ **Swirling Magic**	6"	0	-	7	-

Once per activation. Place this model within range and give it a **Glowy** token.

- 🦇 *Swamp Wisdom:* Friendly models within (X)1" gain an **Insight** token.

	Rg	Skl	Rst	TN	Dmg
Stage Prep	6"	0🂱	-	4	-

Make a Pyrotechnic marker within range.

- ◆ *Short Fuse:* Resolve the end of turn effects on the made marker using a suit in this action's final duel total.

30 mm