



BAYOU GREMLIN

2
COST4
DF7
SP4
WP1
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 |
|------------------|----|-----|-----|----|-----|
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|------------------|------|---|----|---|---|
| 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.

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| Firing Line | ¶ 10" | 4 | Df | - | 1 |
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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.