



5  
COST

# GAUTRAEUX BOKOR

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.



# 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.

### 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.