



# LITTLE GASSER

2  
COST

5  
DF

7  
SP

5  
WP

1  
SZ



STN: 4

Peon (3), Undead ♦ Experimental

**Demise (Worst Piñata Ever):** After this model is killed, enemy models and other Little Gassers within (X)2" are dealt 1 damage and gain a **Poison** token.

**Drag Behind:** *Once per turn.* Before this model moves, it may remove a marker within 2" of it. After resolving the move, make a marker of the same type into base contact with this model.

**Flight:** This model ignores terrain and other models while moving.

# LITTLE GASSER

## Tactical Actions

Rg Skl Rst TN Dmg

### Corpse Bloat

6" 0 - 6 -

Target a Remains marker. Enemy models within (X)1" of the target must pass a TN 10 **Df** duel or be dealt 2 damage. Then, remove the target.

☠ **Evil Winds:** Models that fail this duel gain a **Poison** token.

### ↓ Pull My Finger

(X)2" 0 - 4 -

Enemy models within range must pass a TN 10 **Wp** duel or be dealt 1 damage.

🦋 **Reposition:** Move this model up to 3".

☠ **Stopped Up:** Kill this model.