



GREMLIN CRIER

5
COST

5
DF

6
SP

5
WP

1
SZ



Minion (3), Living, Loyal • Big Hat

Demise (I'm Done With This): After this model is killed, it may summon a Bayou Gremlin into base contact with this model.

First to Speak: If this model has already activated this turn, enemy attack actions that target this model cannot cheat their duel.

Loudmouth: Enemy \neq actions that target allies within 4" suffer -1 Skl.

GREMLIN CRIER

Attack Actions	Rg	Skl	Rst	TN	Dmg
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Obnoxious Ramblings	†10"	5	Wp	-	1
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Target gains a **Stunned** token.

• "Here Ye, Hear Me!": Target must be at a lower elevation. When resolving, deal +1 damage.

By Som'er's Orders	†10"	5	Wp	11	-
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This action cannot target the same model more than once per activation. This action may target friendly models. This action cannot be controlled by the enemy crew. Target declares an action, chosen and controlled by this model. If the generated action fails, the target is dealt 1 damage.

• **Threaten Beatings:** Friendly only. Make a Scheme marker within 1" of the target. Then, kill the target.

• **Mandatory Explosives Training:** Friendly only. Enemy models within (1)1" of the target are dealt 2 damage. Then, kill the target.