



COST

SOM'ER TEETH JONES

BAYOU BOSS

6

DF

6

SP

5

WP

2

SZ

Master, Unique, Living • Big Hat

Bigger Hat
Than You

Skeeter (2)

Biggest Hat: When this model ends its activation, up to three friendly Bayou Gremlins that have activated this turn no longer count as having activated this turn.

"Handle It, Kid": After this model is dealt damage, it may drain a ♦ to have a friendly Bayou Gremlin within 10" be dealt the damage instead.

Home on the Bayou: This model receives a + to opposed duels while on the friendly table half.



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SOM'ER TEETH JONES

Bayou Boss

Attack Actions

Rg Skl Rst TN Dmg

Boomer 10" 6 Df - 2

For each raise this attack receives, it deals +1 damage to enemy models within (X)1" of the target

◆ **'Expert' Shot:** After failing, deal 1 damage to an ally engaged with the target to have it declare a // attack, which receives +1 **Dmg**.

⚔ **"Clobber 'Em!":** When resolving, deal +1 damage to the target for each friendly Bayou Gremlin within 3" of it, to a maximum of +3.

Tactical Actions

Rg Skl Rst TN Dmg

⬇ **Up 'n At 'Em** 10" 0 - 6 -

Ally only. Move the target up to 4". The target may be dealt 2 damage to declare a non-**Charge** action.

📖 **"Bring a Friend!":** Summon a Bayou Gremlin within 3" of the target.

Gang Up on 'Em 10" 0 - 4 -

Enemy only. This action has a raise value of 3. This action may not target the same model more than once per activation. Summon a Bayou Gremlin within 3" of the target. For each raise this action receives, summon one additional Bayou Gremlin within 3" of the target.

◆ **Needs Supervision:** Replace one of the summoned models with a Good Ol' Boy or Gremlin Crier. It heals 2 and gains a **Summon** token.