



M BAD JUJU

10
COST5
DF6
SP5
WP4
SZ*Henchman, Unique, Elemental ▶ Swampfiend*

Demise (Eternal): Once per turn. After this model is killed, it may discard a card. If it does so, it heals 4.

Shifting Earth: When this model activates, it may choose another ally within 3" and place it anywhere within 3" of this model.

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Attack Actions	Rg	Skl	Rst	TN	Dmg
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Uprooted Fists	3"	6	Df	-	3
If this attack receives a raise, this model may make a Bog marker within 3" of this model.					
• Barricade: This model gains a Bolstered token.					
• Hexed Gambit: Target must have a Stunned token. This model may discard and draw a card.					

Mud Bomb	8"	6	Df	-	2
This model may remove a token from the target.					
• Bog's Vitality: Allies within (Y)3" of the target heal 2.					
• On Your Heels: Place this model into base contact with the target.					
• Premonition: Look at the top card of your fate deck. This model may discard it.					
• Foot in the Bog: Make a Bog marker in base contact with the target.					

The Woods Have Eyes	8"	6	Wp	-	-
Target gains Stunned and Poison tokens.					

Tactical Actions	Rg	Skl	Rst	TN	Dmg
Bayou Cursed	6"	0	-	6	-
Remove any number of Bog markers or Stunned tokens from models within range. This model heals 1 for each marker or token removed (to a maximum of 3).					