

2  
COST

## LITTLE GASSER

5  
DF7  
SP5  
WP1  
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
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<b>Corpse Bloat</b>	6"	0	-	6	-
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*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.

<b>† Pull My Finger</b>	(x)2"	0	-	4	-
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*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.