



McTAVISH

8
COST

5
DF

6
SP

5
WP

3
SZ

Unique, Living, Versatile • Swampfiend



Demise (Death Roll): Once per turn. When this model is killed, it may discard a card to heal 2 and make a Remains marker in base contact with itself.

On the Move: When this model activates, it may move up to 3", ignoring other models.

Swampscreen: Remains markers within 6" of this model gain the concealing trait. Friendly models may choose to be unaffected by this terrain.



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Attack Actions Rg Skl Rst TN Dmg

Savage Bite	1"	5	Df	-	3
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◆ **Here for the Kill:** The target may either discard a card or drain a ♦. If it does neither, it is killed, and this model summons a Bayou Gator in base contact with the target.

Long Carbine	14"	6	Df	-	3
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❖ **Trail of Leavings:** Make a Remains marker in base contact with this model.

■ **Piercing:** When resolving, this action ignores ♦ abilities.

❖ **Mangle:** Target discards a card.

Tactical Actions Rg Skl Rst TN Dmg

Gator Scramble	-	0	-	4	-
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Target a marker in LoS. Move this model 2" toward the target.

❖ **Trail of Leavings:** Make a Remains marker in base contact with this model.

❖ **Quick Shot:** Declare a **FW** action, even if engaged.

❖ **Without Warning:** Enemy models within (X)1" gain a **Stunned** token.