



# BAYOU GREMLIN

2  
COST4  
DF7  
SP4  
WP1  
SZ

*Peon (7), Living, Versatile • Big Hat*

**Demise (Gator Chow):** After this model is killed, draw a card. Then, if this model was not killed by an ally, discard a card.

**Unimpeded:** This model is unaffected by severe and hazardous terrain.

# BAYOU GREMLIN

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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<b>Beat Down</b>	¶ 1"	4	Df	-	1
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*This attack receives +1 Skl if there is at least one other friendly Bayou Gremlin within 1" of the target.*

¶ **Gang Up:** When resolving, deal +1 damage for each other ally within 1" of the target, to a maximum of +2.

<b>Firing Line</b>	¶ 10"	4	Df	-	1
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*This attack receives +1 Skl and +1 Dmg for each other friendly Bayou Gremlin within 3" of this model that has not activated this turn, to a maximum of +2. After resolving, all other friendly Bayou Gremlins within 3" count as having activated this turn.*

¶ **"Backfire!"**: This trigger must be declared, if able. Kill this model. When resolving, this attack deals +1 damage.