



-
COST

SOM'ER TEETH JONES

LOOT MONGER

5

DF

6

SP

6

WP

2

SZ



Master, Unique, Living • Big Hat

Snatch 'n Run

Spit Hog

Demise (Bury Me With My Loot): *Once per turn.* When this model is killed, it may drain a ♦ to be placed into base contact with a Scheme marker within 6" and remove it to heal 5.

Plundered Power: *Once per activation.* After a Scheme marker is removed by an ally within 8", that ally may gain a **Bolstered** token.



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SOM'ER TEETH JONES

Loot Monger

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Sack o' Loot	1"	6	Df	-	3

For each raise this action receives, make a Scheme marker within 1" of the target.

☞ **Critical Strike:** When resolving, this action deals +1 damage to the target.

☛ **Daze:** Target gains a **Stunned** token and this model may move it up to 3".

	Rg	Skl	Rst	TN	Dmg
Misappropriatin' Yer Junk	8"	6	Wp	-	X

X is equal to the number of markers within 6" of the target (maximum 4). For each raise this action receives, make a Scheme marker within 1" of the target.

☞ **Blow Your Mind:** Deal 2 damage to the target.

☛ **Stagger:** Target gains a **Staggered** token.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
Serious Biznus	8"	0	-	6	-

Target a marker. Place this model into base contact with the target.

☛ **Into the Sack:** This model declares the **Interact** action.

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