

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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Corpse Bloat	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.

† Pull My Finger	(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.