



- COST

# SOM'ER TEETH JONES

LOOT MONGER

5  
DF6  
SP6  
WP2  
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.

# SOM'ER TEETH JONES

Loot Monger

## Attack Actions

Rg	Skl	Rst	TN	Dmg
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### Sack o' Loot

1"	6	Df	-	3
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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".

### Misappropriatin'

8"	6	Wp	-	X
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### Yer Junk

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
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### Serious Biznus

8"	0	-	6	-
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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.