



SKEETER

-
COST

5

DF

7

SP

4

WP

1

SZ



Totem, Minion (2), Living • Big Hat

Flight: This model ignores terrain and other models while moving.

Insignificant: This model cannot declare the **Interact** action and is ignored for strategies and schemes.

SKEETER

Attack Actions

Proboscis

Rg Skl Rst TN Dmg

//1" 5 Df - 2

This model heals an amount equal to the damage suffered by target.

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

Tactical Actions

Infuse Larvae

Rg Skl Rst TN Dmg

2" 0 - 6 -

Target a Remains marker. Summon a Skeeter with 2 health into base contact with the target. Then, remove the target.

☛ **"That's One Ugly Baby":** When resolving, summon a Bayou Gremlin instead.

Blood Meal

14" - - - -

Friendly peon only. Place this model in base contact with the target. Kill the target to draw a card and then discard a card.