

# BAD JUJU

10  
COST

5  
DF

6  
SP

5  
WP

4  
SZ

Henchman, Unique, Elemental • Swampfiend

**Demise (Eternal):** *Once per turn.* After this model is killed, it may discard a card. If it does so, it heals 4.

**Shifting Earth:** When this model activates, it may choose another ally within 3" and place it anywhere within 3" of this model.

1 2 3 4 5 6 7 8 9 10 11 12 13

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## Attack Actions

Rg Skl Rst TN Dmg

### Uprooted Fists

// 3" 6 Df - 3

If this attack receives a raise, this model may make a Bog marker within 3" of this model.

📖 **Barricade:** This model gains a **Bolstered** token.

🦋 **Hexed Gambit:** Target must have a **Stunned** token. This model may discard and draw a card.

### Mud Bomb

✦ 8" 6 Df - 2

This model may remove a token from the target.

♦ **Bog's Vitality:** Allies within (X)3" of the target heal 2.

🦋 **On Your Heels:** Place this model into base contact with the target.

📖 **Premonition:** Look at the top card of your fate deck. This model may discard it.

🦋 **Foot in the Bog:** Make a Bog marker in base contact with the target.

### 🦋 The Woods Have Eyes

✦ 8" 6 Wp - -

Target gains **Stunned** and **Poison** tokens.

## Tactical Actions

Rg Skl Rst TN Dmg

### 🦋 Bayou Cursed

6" 0 - 6 -

Remove any number of Bog markers or **Stunned** tokens from models within range. This model heals 1 for each marker or token removed (to a maximum of 3).