



# 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

	Rg	Skl	Rst	TN	Dmg
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**Proboscis**      ⚡ 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

	Rg	Skl	Rst	TN	Dmg
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◆ **Infuse Larvae**      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.*