



LITTLE GASSER

2
COST

5
DF

7
SP

5
WP

1
SZ

Peon (3), Undead ♦ Experimental

STN: 4

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

Corpse Bloat

6" 0 - 6 -

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 -

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.