



5
COST

BAYOU SMUGGLER

5
DF

6
SP

4
WP

2
SZ



Minion (2), Living, Versatile • Infamous

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.

Threatening Demeanor: *Once per activation.* This model may reduce damage dealt to it by 1.


BAYOU SMUGGLER

Attack Actions



Rg Skl Rst TN Dmg

Paddle

//2" 5 Df - 1

If this model has more cards in its control hand than the target, this action receives a .

🗡️ **Knock Aside:** Move the target up to 3".

📖 **Pilfer:** Target must drain a . If it does so, infuse a .

Tactical Actions

Rg Skl Rst TN Dmg

Know the Land

8" 0 - 6 -

Friendly only. Target gains a **Hastened** token.

🗡️ **Reposition:** Move this model up to 3".

📌 Earth's Bounty

- 0 - 7 -

Once per activation. Choose a Remains or Scheme marker in LoS. Move this model up to 5" toward the chosen marker. If this model ends the move within 1" of the chosen marker, remove the chosen marker.