



# SNATCH 'N RUN

Som'er Teeth Jones, Loot Monger



During the start phase of turn 1, this crew may summon up to three Bayou Gremlins within 6" of its deployment zone.

Friendly Big Hat models gain the following ability:

**Bayou Two Card:** *Once per activation.* During actions this model declared, it may cheat fate with the top card of its fate deck. If it does so, it must declare triggers if able.

Friendly unique Big Hat models gain the following action:

Tactical Action	Rg	Skl	Rst	TN	Dmg
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<b>✚ Seize the Opportunity</b> <i>Once per activation. Target an enemy marker. Place this model in base contact with the target. If the target is a Scheme marker, this model gains an <b>Impact</b> token. Then, remove the target.</i>	6"	0	-	7	-
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◆ **Good Haul:** Draw a card.

**Crew Card**



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## Tokens

**Bolstered:** This model receives +1 to its **Df** and **Wp**. During the end phase, remove this token. Canceled by **Injured**.

**Impact:** When this model succeeds in an attack action that deals damage, it must remove this token to deal +1 damage.

**Staggered:** This model suffers -2 **Sp** and cannot be moved by other enemy models. When this model ends its activation, remove this token. Canceled by **Hastened**.

**Stunned:** This model cannot declare triggers, and it counts all ♣ symbols on its card as blank. When this model ends its activation, remove this token