



GAUTRAEUX BOKOR

5
COST5
DF6
SP5
WP1
SZ

Minion (3), Living • Wizz-Bang



🛡 Hard to Kill: When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

Proper Motivation: Once per turn. After resolving a friendly effect that damaged this model, this model may move up to 4" and make a Scheme marker in base contact.

Swamp Lights: This model may remove a **Glowy** token on it to reduce damage dealt to it by 2.



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Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Swamp Spirits

† 8" 5+ Df - 2

Models within (1)1" of the target are dealt 1 damage. For each raise this action receives, increase the (1) by +2".

- ◆ **"Strike, My Pretties..."**: Once per activation. Select a // action on a friendly model within 6". This model declares the selected action.
- ◆ **"That's Normal"**: The target gains a **Glowy** token.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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Swirling Magic

6" 0 - 7 -

Once per activation. Place this model within range and give it a **Glowy** token.

- ◆ **Swamp Wisdom**: Friendly models within (1)1" gain an **Insight** token.

Stage Prep

6" 0+ - 4 -

Make a Pyrotechnic marker within range.

- ◆ **Short Fuse**: Resolve the end of turn effects on the made marker using a suit in this action's final duel total.