



# BAYOU SMUGGLER

5  
COST5  
DF6  
SP4  
WP2  
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
----------------	----	-----	-----	----	-----

<b>Paddle</b>	4"	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
------------------	----	-----	-----	----	-----

<b>Know the Land</b>	8"	0	-	6	-
----------------------	----	---	---	---	---

*Friendly only. Target gains a Hastened token.*

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

<b>Earth's Bounty</b>	-	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.*