

OLD MAJOR

Henchman, Beast
PIG

10
COST



4
DF

6
WP



5
MV

3
SZ

ABILITIES

STAMPEDE: After this model ends a **Charge** Action in base contact with any other models, it may suffer 1 damage. If it does so, all other models in base contact with this model suffer 1 damage.

HARD TO WOUND: Damage flips against this model suffer a

GO HOG WILD: Other friendly Pigs that start their Activation within 6 receive a + to their duels and a + to their damage flips until the end of their Activation.

DEMISE (DELICIOUS BACON): After this model is killed, it may Drop a Scheme Marker into base contact with itself instead of a Corpse Marker.

1

2

3

4

5

6

7

8

9

10

HEALTH

OLD MAJOR

ATTACK ACTIONS

RG STAT RST TN

SAVAGE BITE

1" 6 Df -

Target suffers 3/4/5 damage.

☞ **Tear Off a Bite:** This model Heals 2.

📖 **Good for a Laugh:** Draw two cards, then discard a card.

✕ **Mauled to Slop:** After killing, friendly Pigs within (X)6 of this model Push 3" toward this model. Then, every other friendly Pig in base contact with this model Heals 2.

TACTICAL ACTIONS

RG STAT RST TN

NUDGE 'EM ON

8" - - -

Discard a card. Other friendly Pig only. Push the target up to 3" in any direction. If the target is a Minion, until the End Phase, it adds the suit of the discarded card to its final duel totals.

MARK TERRITORY

(X)3" 6 - 10

Remove all Scheme Markers within range. This model gains **Focused +1** for each Marker removed this way.

📖 **Surge:** Draw a card.

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