

WILD BOAR

Minion (3), Beast


PIG

7
COST



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.

EAT YOUR FILL: After killing an enemy model with a  Action, this model Heals 2.

FRENZIED CHARGE: This model may ignore the Once per Activation restriction on the **Charge** Action.

UNIMPEDED: This model is unaffected by Severe Terrain.

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



HEALTH

WILD BOAR

ATTACK ACTIONS

RG STAT RST TN

TUSKS

0" 5 Df -

Triggers on this Action must be declared, if able. Target suffers 2/4/5 damage.

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

📖 **Armor Piercing:** When resolving, damage from this Action ignores **Armor**.

🦋 **Always Eating:** Remove a Scheme Marker within 3" of this model.

✕ **Rampage:** Push this model 5", ignoring any models, such that this model moves through the target. Models this model Pushed through in this way must each pass a TN 13 **Mv** duel or suffer 1 damage.

TACTICAL ACTIONS

RG STAT RST TN

TRUFFLES

8" 5 - 10

*Increase this Action's final duel total by +2 if it targets a Pig. Friendly only. Target is Pushed its **Mv** toward this model.*

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

RECKLESS

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*This model suffers 1 damage. This model gains **Fast**.*