

# WILD BOAR

Minion (3), Beast

PIG

7  
COST



5

Df

4

Wp



FACTION

6


Mv

2

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.

**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.

1

2

3

4

5

6

7

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

- - - -

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