THE SOW

- COST

5 DF

6 SP

5 WP

3 SZ

Totem, Unique, Beast · Sooey

Don't Turn Your Back: Enemy models that activate engaged with this model may not declare the **Interact** action until the end of their activation.

Farrowing: After this model suffers 2 or more damage, summon a Piglet into base contact with this model.

🛡 **Thick Fat:** When this model is dealt damage, it may remove a **Glutted** token to reduce the damage dealt by 2.

1 2 3 4 5 6 7 8 9

THE SOW

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Three Mouths to Feed ⚔1"		6	**Df**	-	0

This action deals its damage three times.

- 🖐 *Crunch Down:* This model either heals 2 or gains a **Glutted** token.
- 🦋 *Precise Strike:* When resolving, this attack receives one additional raise.
- 🌿 *Rampage:* Move this model 5", ignoring enemy models. Models moved through this way must pass a TN 13 **Sp** duel or be dealt 1 damage.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
Rooting Around	4"	0	-	4	-

Once per activation. Target a Remains or Scheme marker. Move this model up to 4" toward the target, then remove the target.

	Rg	Skl	Rst	TN	Dmg
Resupply	-	-	-	-	-

Once per turn. Draw up to two cards from this model's discard pile with values of 1-5.

	Rg	Skl	Rst	TN	Dmg
Grunt and Grow	6"	0	-	7	-

*Once per activation. Friendly Piglet model with either a **Glutted** or **Burning** token only.* Replace the target with a Wild Boar, then remove all **Glutted** and **Burning** tokens from the target.

50 mm