PIGLET

3 COST

4 DF

6 SP

3 WP

1 SZ

Minion (4), Beast ◆ Sooey

Grow Up Strong (Wild Boar): After this model removes an enemy Remains marker or enemy Scheme marker, this model may remove a **Glutted** token to replace itself with a Wild Boar and heal 4. If it does not have a **Glutted** token, it instead gains a **Glutted** token.

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

1 2 3

Attack Actions	Rg	Skl	Rst	TN	Dmg
Nipped	◊1"	4	**Df**	-	1

- ⚶ *Crunch Down:* This model either heals 2 or gains a **Glutted** token.
- ⚶ *Smolder:* If the target has a **Burning** token, it resolves the **Burning** token. Then, it gains a **Burning** token.
- ⚰ *Bowled Over:* Move the target 4" away, then move this model 4" toward the target.
- ⊞ *Grab On:* Target gains a **Slow** token. End this model's activation.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
⚑ **Rooting Around**	4"	0	-	8	-

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