

# SQUEALER

6  
COST

5  
DF

6  
SP

6  
WP

2  
SZ



Minion (3), Beast ♦ Sooeey

**Chow Time:** After this model removes a Remains or enemy Scheme marker, it gains a **Glutted** token.

**Follow the Squeal:** After this model resolves an attack action, this model may remove a **Glutted** token. If it does so, an ally in LoS is moved up to 4" toward this model.

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



# SQUEALER

## Attack Actions

Rg Skl Rst TN Dmg

**Projected Squeal** ⚔ 12" 6 Wp - 2

If the target is within 1" of blocking terrain, this action deals +1 damage.

🔥 **Smolder:** If the target has a **Burning** token, it resolves the **Burning** token. Then, it gains a **Burning** token.

📖 **Soothing Tones:** Allies within (X)2" of this model heal 1.

**Lure** ✂ 12" 6 Wp 11 -

*This action may target friendly models. Move the target its **Sp** toward this model.*

## 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.*