



SWINE-CURSED

6
COST

6
DF

7
SP

4
WP

2
SZ

Minion (2), Living • Wizz-Bang

☞ **Resilient:** Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).

Swamp Lights: This model may remove a **Glowy** token on it to reduce damage dealt to it by 2.

"Who Hit Me?!": *Once per activation.* After resolving a friendly action in which this model suffered damage, one model with this ability damaged in this way may declare a // action.

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Attack Actions

Rg Skl Rst TN Dmg

† Tusk Slam

⌘ 1" 6 🐷 Df - 2

If this action was generated by the **Charge** action, it deals +1 damage.

🐷 **Tear Off a Bite:** This model heals 2.

🐷 **Like Butter:** Remove a **Glowy** token from this model or the target. When resolving, deal +1 damage, and damage from this attack is irreducible.

Tactical Actions

Rg Skl Rst TN Dmg

Heroic Intervention

6" 0 - 6 -

Enemy engaged with another friendly model only.

Move all friendly models engaged with the target 5" away from the target. Then, place this model in base contact with the target. This model may declare a ⌘ targeting the target.

🐷 **Disarming Flash:** Remove a friendly Pyrotechnic marker within 3" of the target. Until the end of this activation, the target may not cheat or empower.