



WILD BOAR

6
COST

5
DF

6
SP

5
WP

2
SZ

Minion (3), Beast • Sooey

Grow Up Strong (War Pig): After this model removes an enemy Remains marker or enemy Scheme marker, this model may remove a **Glutted** token to replace itself with a War Pig 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.

WILD BOAR

Attack Actions Rg Skl Rst TN Dmg

Low Gore ⚡ 1" 5 Df - 2

❖ **Crunch Down:** This model either heals 2 or gains a **Glutted** token.

❖ **Collateral Damage:** Remove a marker or a destructible terrain piece within 2" of the target.

❖ **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 - 8 -

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

❖ **Survival Skills:** This model heals 1.