MECHANIZED PORKCHOP

9 COST

5 DF

7 SP

5 WP

3 SZ

Unique, Construct • Tricksy

🛡 **Armor:** *Once per activation.* This model may reduce damage dealt to it by 1.

"It Didn't Like That Much…": When a **Shielded** token is removed from this model, enemies within (⋎)1" gain an **Injured** token.

Rage Machine: Enemy models within 3" with an **Analyzed** token suffer a ⊟ to **Df** and **Wp** duels.

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MECHANIZED PORKCHOP

Attack Actions

	Rg	Skl	Rst	TN	Dmg
⚑ **Snort Steam**	〰1	6	**Df**	-	3

If this action receives a raise, deal 1 damage to enemy models within (X)3" of the target.

- 🜂 *Maddened Stomp: Remove all markers within (X)2" of the target.* When resolving, deal +1 damage for each marker removed this way (to a maximum of +2).

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

- 🜂 *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
Belly Full o' Coals	3"	-	-	-	-

Place this model anywhere within range. Enemy models within (X)1" of this model must pass a TN 12 **Sp** duel or gain a **Burning** token.

50 mm