



# HOG WHISPERER

7  
COST5  
DF6  
SP6  
WP1  
SZ

*Minion (3), Living • Sooey*

**🛡 Combat Finesse:** When this model is targeted with a action, the attacking model's duel cannot be cheated.

**Swineherd:** When this model activates, it may remove a Remains or enemy Scheme marker within 2". If it does so, allies within (X)2" of this model gain a **Glutted** token.

# HOG WHISPERER

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Pig Sticker</b>	4"	6	Df	-	2
<i>This action receives a + if another ally is engaging the target.</i>					
P <b>Critical Strike:</b> When resolving, this action deals +1 damage to the target.					
W <b>Coordinated Attack:</b> Another friendly model may declare a // action targeting the same model.					
W <b>Grease and Gristle:</b> Make an enemy Remains marker in base contact with the target.					

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
<b>Herd 'Em</b>	8"	0	-	6	-
<i>Ally only. This model may remove a Glutted token from the target. Move the target up to its Sp. If a Glutted token was removed, the target may declare a // action.</i>					
E <b>Purification:</b> Remove a token from the target.					
<b>"Here Pig!"</b>	4"	0	-	4	-
<i>Target a Remains or Scheme marker. Place an ally within 4" of this model into base contact with the target, then the ally removes the target.</i>					