



SLOP HAULER

5
COST

5
DF

5
SP

4
WP

1
SZ



Minion (2), Living • Sooney

Hitch a Ride: After an ally within 2" declares the **Walk** action, this model may place itself into base contact with the ally after the action is resolved.

Slippery with Slop: After resolving an enemy attack action targeting this model, this model may drain a ♦ to move up to 3" and gain a **Glutted** token.



SLOP HAULER

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Tossed Slop †12" 5 **Df** - 1

If this action receives a raise, the target gains an

Adversary token.

♦ **Heavenly Aroma:** Allies within (X)2" of the target heal 2.

📖 **Spread It Around:** Enemy models within (X)2" of the target gain an **Adversary** token.

🦋 **Draw Their Attention:** A friendly model in this model's LoS may discard a card to declare the **Interact** action.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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↓ **Feed the Piggies** 6" 0 - 6 -

Target heals 2. Then, the target gains a **Gluttoned** token.

📖 **Purification:** Remove a token from the target.