

8
COST

HOG-OIL SALESMAN

5
DF5
SP5
WP2
SZ

Unique, Living, Beast • Kin, Sooey

Manipulative: If this model has not yet activated this turn, enemy models may not cheat fate in opposed duels with this model.

On the Move: When this model activates, it may move up to 3", ignoring other models.



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HOG-OIL SALESMAN

Attack Actions	Rg	Skl	Rst	TN	Dmg
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Aggressive Sales Tactics	1"	5	Df	-	3
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If this action was generated by the **Charge** action, this model may add a suit to its final duel total.

¶ **Collision:** The target and enemy models within (X)1" of it are dealt 1 damage.

¶ **Knock Aside:** Move the target up to 3".

Hog-Oil Oinkment	12"	5	Wp	-	2
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This model chooses: either enemy models within (X)1" the target are dealt 1 damage, or friendly models within (X)1" of the target heal 1.

♦ **Gremlin Alchemy:** When resolving, increase the (X) of this action by 3".

¶ **Quick Reflexes:** Declare this action again, targeting a different model.

■ **Blaze:** Models damaged by this action gain 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
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Satisfied Customer	12"	0	-	6	-
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Friendly only. Move the target up to 4", then make a Scheme marker in base contact with the target.

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