



# WILD BOAR

6  
COST

5  
DF

6  
SP

5  
WP

2  
SZ



Minion (3), Beast ♦ Sooeey

**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.