



# PIGLET

3  
COST

4  
DF

6  
SP

3  
WP

1  
SZ



Minion (4), Beast • Sooey

**Grow Up Strong (Wild Boar):** After this model removes an enemy Remains marker or enemy Scheme marker, this model may remove a **Glutted** token to replace itself with a Wild Boar 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.

# PIGLET

## Attack Actions      Rg Skl Rst TN Dmg

<b>Nipped</b>	1"	4	Df	-	1
<p>¶ <b>Crunch Down:</b> This model either heals 2 or gains a <b>Glutted</b> token.</p>					
<p>¶ <b>Smolder:</b> If the target has a <b>Burning</b> token, it resolves the <b>Burning</b> token. Then, it gains a <b>Burning</b> token.</p>					
<p>₩ <b>Bowled Over:</b> Move the target 4" away, then move this model 4" toward the target.</p>					
<p>█ <b>Grab On:</b> Target gains a <b>Slow</b> token. End this model's activation.</p>					

## Tactical Actions      Rg Skl Rst TN Dmg

<b>Rooting Around</b>	4"	0	-	8	-
<p>Once per activation. Target a Remains or Scheme marker. Move this model up to 4" toward the target, then remove the target.</p>					