



SLOP HAULER

5
COST

5
DF

5
SP

4
WP

1
SZ

Minion (2), Living • Sooey

1 2 3 4 5 6 7

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

Tossed Slop	†12"	5	Df	-	1
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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

Feed the Piggies	6"	0	-	6	-
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Target heals 2. Then, the target gains a **Glutted** token.

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