



SQUEALER

6
COST

5
DF

6
SP

6
WP

2
SZ



Minion (3), Beast • Sooey

Chow Time: After this model removes a Remains or enemy Scheme marker, it gains a **Glutted** token.

Follow the Squeal: After this model resolves an attack action, this model may remove a **Glutted** token. If it does so, an ally in LoS is moved up to 4" toward this model.

Thick Fat: When this model is dealt damage, it may remove a **Glutted** token to reduce the damage dealt by 2.

SQUEALER

| Attack Actions | Rg | Skl | Rst | TN | Dmg |
|----------------|----|-----|-----|----|-----|
|----------------|----|-----|-----|----|-----|

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|-------------------------|-----|---|----|---|---|
| Projected Squeal | 12" | 6 | Wp | - | 2 |
|-------------------------|-----|---|----|---|---|

If the target is within 1" of blocking terrain, this action deals +1 damage.

¶ **Smolder:** If the target has a **Burning** token, it resolves the **Burning** token. Then, it gains a **Burning** token.

■ **Soothing Tones:** Allies within (X)2" of this model heal 1.

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|-------------|-----|---|----|----|---|
| Lure | 12" | 6 | Wp | 11 | - |
|-------------|-----|---|----|----|---|

This action may target friendly models. Move the target its **Sp** toward this model.

| Tactical Actions | Rg | Skl | Rst | TN | Dmg |
|------------------|----|-----|-----|----|-----|
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|-----------------------|----|---|---|---|---|
| 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.