



# WAR PIG

9  
COST5  
DF5  
WP6  
SP3  
SZ

Minion (2), Beast • Sooey

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

**Frenzied Charge:** This model may **Charge** while engaged and ignore the once per activation restriction on **Charge**.

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



1

2

3

4

5

6

7

8

9

10

11

12

# WAR PIG

## Attack Actions      Rg Skl Rst TN Dmg

<b>Huge Tusks</b>	4"	6	Df	-	3
<p>¶ <b>Critical Strike:</b> When resolving, this action deals +1 damage to the target.</p>					
<p>¶ <b>Enraged:</b> Once per activation. This model may declare the <b>Charge</b> action.</p>					
<p>■ <b>Collateral Damage:</b> Remove a marker or a destructible terrain piece within 2" of the target.</p>					
<p>₩ <b>Rampage:</b> Move this model 5", ignoring enemy models. Models moved through this way must pass a TN 13 Sp duel or be dealt 1 damage.</p>					

## Tactical Actions      Rg Skl Rst TN Dmg

<b>Rooting Around</b>	4"	0	-	6	-
<p>Once per activation. Target a Remains or Scheme marker. Move this model up to 4" toward the target, then remove the target.</p>					
<p>♦ <b>Panicked Piggy:</b> When resolving, this model may move in any direction, ignoring models. Enemy models moved through this way are dealt 1 damage.</p>					