



SWINE TWIRLER

6
COST

6
DF

5
SP

4
WP

1
SZ



Minion (2), Living • Kin, Sooey

Don't Turn Your Back: Enemy models that activate engaged with this model may not declare the **Interact** action until the end of their activation.

Manipulative: If this model has not yet activated this turn, enemy models may not cheat fate in opposed duels with this model.

SWINE TWIRLER

Attack Actions	Rg	Skl	Rst	TN	Dmg
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Swine Strike	¶1"	5	Df	-	2
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Target is moved 2".

¶ **Critical Strike:** When resolving, this action deals +1 damage to the target.

¶ **Pulled Here and There:** Move either this model or the target up to 3".

¶ **Grease and Gristle:** Make an enemy Remains marker in base contact with the target.

Piglet Lob	‡8"	5	Df	10	2
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This action ignores LoS. If this action receives a raise, summon a Piglet with 1 health in base contact with the target.

¶ **Collateral Damage:** Remove a marker or a destructible terrain piece within 2" of the target.

Take by the Hand	‡6"	6	Df	12	-
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This action may target friendly models. Move the target 3". Then, move this model up to 3" toward the target.