



8
COST

HOG-OIL SALESMAN

5
DF

5
SP

5
WP

2
SZ



Unique, Living, Beast • Kin, Sooney

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

On the Move: When this model activates, it may move up to 3", ignoring other models.

HOG-OIL SALESMAN

Attack Actions

Rg Skl Rst TN Dmg

Aggressive Sales Tactics

//1" 5 Df - 3

If this action was generated by the **Charge** action, this model may add a suit to its final duel total.

☞ **Collision:** The target and enemy models within (X)1" of it are dealt 1 damage.

☞ **Knock Aside:** Move the target up to 3".

☛ Hog-Oil Oinkment ☛12" 5 Wp - 2

This model chooses: either enemy models within (X)1" the target are dealt 1 damage, or friendly models within (X)1" of the target heal 1.

◆ **Gremlin Alchemy:** When resolving, increase the (X) of this action by 3".

☞ **Quick Reflexes:** Declare this action again, targeting a different model.

📖 **Blaze:** Models damaged by this action gain a **Burning** token.

☛ **Rampage:** Move this model 5", ignoring enemy models. Models moved through this way must pass a TN 13 **Sp** duel or be dealt 1 damage.

Tactical Actions

Rg Skl Rst TN Dmg

Satisfied Customer

12" 0 - 6 -

Friendly only. Move the target up to 4", then make a Scheme marker in base contact with the target.

📖 **Survival Skills:** This model heals 1.