



# SWINE-CURSED

6  
COST

6  
DF

7  
SP

4  
WP

2  
SZ



Minion (2), Living • Wizz-Bang

**Resilient:** Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).

**Swamp Lights:** This model may remove a **Glowy** token on it to reduce damage dealt to it by 2.

**"Who Hit Me?!"**: Once per activation. After resolving a friendly action in which this model suffered damage, one model with this ability damaged in this way may declare a // action.



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## Attack Actions      Rg Skl Rst TN Dmg

<b>T Tusk Slam</b>	1"	6	4	Df	-	2
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If this action was generated by the **Charge** action, it deals +1 damage.

**P Tear Off a Bite:** This model heals 2.

**W Like Butter:** Remove a **Glowy** token from this model or the target. When resolving, deal +1 damage, and damage from this attack is irreducible.

## Tactical Actions      Rg Skl Rst TN Dmg

<b>Heroic Intervention</b>	6"	0	-	6	-
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*Enemy engaged with another friendly model only.*

Move all friendly models engaged with the target 5" away from the target. Then, place this model in base contact with the target. This model may declare a # targeting the target.

**W Disarming Flash:** Remove a friendly Pyrotechnic marker within 3" of the target. Until the end of this activation, the target may not cheat or empower.