



# PIGLET

3  
COST

4  
DF

6  
SP

3  
WP

1  
SZ



Minion (4), Beast ♦ Sooeey

**Grow Up Strong (Wild Boar):** After this model removes an enemy Remains marker or enemy Scheme marker, this model may remove a **Glutted** token to replace itself with a Wild Boar and heal 4. If it does not have a **Glutted** token, it instead gains a **Glutted** token.

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

# PIGLET

## Attack Actions

**Rg** **Skl** **Rst** **TN** **Dmg**

### Nipped

//1" 4 **Df** - 1

☞ **Crunch Down:** This model either heals 2 or gains a **Glutted** token.

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

☞ **Bowled Over:** Move the target 4" away, then move this model 4" toward the target.

☞ **Grab On:** Target gains a **Slow** token. End this model's activation.

## Tactical Actions

**Rg** **Skl** **Rst** **TN** **Dmg**

### 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.*