



# WAR PIG

9  
COST

5  
DF

6  
SP

5  
WP

3  
SZ



Minion (2), Beast ♦ Sooeey

**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.



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# WAR PIG

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
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<b>Huge Tusks</b>	// 2"	6	<b>Df</b>	-	3
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☛ **Critical Strike:** When resolving, this action deals +1 damage to the target.

🐷 **Enraged:** *Once per activation.* This model may declare the **Charge** action.

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

🦋 **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
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⚡ <b>Rooting Around</b>	4"	0	-	6	-
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*Once per activation. Target a Remains or Scheme marker. Move this model up to 4" toward the target, then remove the target.*

💎 **Panicked Piggy:** When resolving, this model may move in any direction, ignoring models. Enemy models moved through this way are dealt 1 damage.