



# ERYMANTHIAN BOAR

- COST

5  
DF6  
SP4  
WP3  
SZ*Totem, Unique, Beast, Undead • Fae*

**Stampede:** After this model ends a **Charge** action in base contact with at least one other model, it may deal 1 damage to itself. If it does so, deal 1 damage to all other models in base contact with this model.

**Wyrwood Soul:** When this model activates in base contact with an Underbrush marker, it heals 2.

# ERYMANTHIAN BOAR

Attack Actions	Rg	Skl	Rst	TN	Dmg
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<b>Tusks</b>	4"	5	Df	-	2
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*This action must declare triggers, if able.*

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

₩ **Rapid Growth:** Make an Underbrush marker in base contact with the target.

█ **Marked:** Target gains an **Adversary** token.

₩ **Maim:** Target gains an **Injured** token.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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<b>♦ Resupply</b>	-	-	-	-	-
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*Once per turn. Draw up to two cards from this model's discard pile with values of 1-5.*

<b>† Eerie Gate</b>	4"	0	-	4	-
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*If this model is in base contact with an Underbrush marker, increase this action's **Rg** by 4". Place this model anywhere within range, in base contact with an Underbrush marker.*

<b>Forage</b>	2"	-	-	-	-
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*Once per turn. Remove target enemy Scheme marker. Draw the top card of this model's discard pile.*