



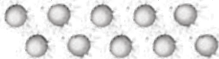
ULIX

◊ *Master, Living*
GREMLIN

CACHE

4

DF	WP	WD	WK	CG	HT
6X	5	10	4	—	2



FINAL, OFFICIAL

Hitch a Ride: This model may not declare more than two Walk Actions per Activation. When a friendly Pig within 12 declares a Walk Action, this model may push into base contact with the Pig after the Action is complete.

Pork Whisper'n: Friendly Pig models Activating within 18 may ignore the **Set'er Off** Ability for the duration of the Activation.

Df/Wp (X) Wall of Pork: Immediately increase this model's final duel total by 1 for each friendly Pig within 2" up to a maximum of +2.

Impossible to Wound: Damage flips against this model suffer \square . Damage flips against this model may not be cheated.

ATTACK ACTIONS

(1) Slop 'em Up (Ca 5 / Rst: Df / Rg: ♣ 4): Target suffers 1/2/4 damage and gains the following Condition until the end of the Turn: "**Tasty**: Pigs targeting this model with Attacks gain ♣ to the Attack Flip."

♣ **Feeding Frenzy**: After succeeding, all friendly Pigs within range and LoS of the target may make a (1) **MI** Attack targeting it.

TACTICAL ACTIONS

(1) Prod: Target friendly Pig within 2" immediately makes a (1) **MI** Action. The target gains ♣ to the Attack flip of this Action.

(1) "Sooeey!" (Ca 6 / TN: 10 / Rg: (X)8): Friendly Pigs in range may push their **Cg** directly towards this model. If this model fails this Action, all Pigs in range immediately Charge this model.

♣ **Feedin' Time!**: After succeeding, all Pigs pushed in this way heal 1 damage.

(0) Proper Care: This model may suffer 2 damage to heal 2 damage on all friendly Pigs within (X)6.