



09/12/13

ULIX

◄ *Master, Living
Gremlin*

CACHE


4

DF	WP	WD	WK	CG	HT
6X	5	10	2	—	2

Hitch a Ride: When a friendly Pig within ①2 declares a Walk Action, place this model in base contact with the Pig after completing the Walk Action.

Pork Whisper'n: Friendly Pig models Activating within ①8 may ignore the **St'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".

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

ATTACK ACTIONS

(1) Toss Feed (Ca 5 / Rst: Df / Rg: ♣ 4): Target model 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 AP **MI** Attack targeting it.

(1) Hunting Bow (Sh 7 / Rst: Df / Rg: ♣ 14): Target model suffers 2/3/7 damage.

✖ *Blood Trail:* After damaging, target gains the following Condition for the rest of the Turn: **"Blood Trail:** When dealing damage, Pigs deal +1 damage against this model."

TACTICAL ACTIONS

(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 in (x)6.