

Gamorrean Boar



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 <p>Attack 5</p> <p>Gamorrean Boar ARG'GAROK ATTACK</p> <p>Play when Gamorrean is attacking. If the attack causes no damage, discard a card at random.</p>	 <p>Attack 5</p> <p>Gamorrean Boar ARG'GAROK ATTACK</p> <p>Play when Gamorrean is attacking. If the attack causes no damage, discard a card at random.</p>	 <p>Attack 5</p> <p>Gamorrean Boar ARG'GAROK ATTACK</p> <p>Play when Gamorrean is attacking. If the attack causes no damage, discard a card at random.</p>
 <p>Attack 3*</p> <p>Gamorrean Boar FLANKING ATTACK</p> <p>Play when Gamorrean is attacking. Add 3 to the attack value of this card for each Gamorrean Boar adjacent to the target.</p>	 <p>Attack 3*</p> <p>Gamorrean Boar FLANKING ATTACK</p> <p>Play when Gamorrean is attacking. Add 3 to the attack value of this card for each Gamorrean Boar adjacent to the target.</p>	 <p>Attack 4</p> <p>Gamorrean Boar THOGK ATTACK</p> <p>Play when Gamorrean is attacking. If the attack causes damage, the defending character may not move and loses one action on their next turn.</p>
 <p>Attack 4</p> <p>Gamorrean Boar THOGK ATTACK</p> <p>Play when Gamorrean is attacking. If the attack causes damage, the defending character may not move and loses one action on their next turn.</p>	 <p>Defend 5</p> <p>Gamorrean Boar M'UHK'GFA ARMOUR</p> <p>Play when Gamorrean is defending. If the Gamorrean takes no damage from the attack, draw a card.</p>	 <p>Defend 5</p> <p>Gamorrean Boar M'UHK'GFA ARMOUR</p> <p>Play when Gamorrean is defending. If the Gamorrean takes no damage from the attack, draw a card.</p>

SPECIAL



Gamorrean Boar

CALL ON THE SPIRITS

☞ Play anytime on your turn.

Each Gamorrean Boar recovers 1 damage. For every Gamorrean Boar that has been destroyed, add 1 to this number.

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SPECIAL



Gamorrean Boar

REINFORCEMENT

☞ Play anytime on your turn.

Place a new Gamorrean Boar adjacent to any other Gamorrean Boar.

Attack **4**

Defend **1**



Attack **4**

Defend **1**



Attack **4**

Defend **1**



Attack **3**

Defend **1**



Attack **3**

Defend **1**



Attack **3**

Defend **1**







