# FLYING PIGLET

- COST

4 DF

7 SP

3 WP

1 SZ

*Totem, Minion (3), Undead · Wizz-Bang*

**Bacon Beacon:** Friendly models within 8" may draw range and LoS for non-general tactical actions from this model.

**Demise (Fireworks Mule):** After this model is killed, it may make a Scheme or Pyrotechnics marker within 2".

**Flight:** This model ignores terrain and other models while moving.

**Insignificant:** This model cannot declare the **Interact** action and is ignored for strategies and schemes.

1 2 3

# FLYING PIGLET

## Attack Actions

| | Rg | Skl | Rst | TN | Dmg |
|---|---|---|---|---|---|
| **Gore** | ⚔1" | 4🟤 | **Df** | - | 2 |

🦋 **Set Charge:** Make a Pyrotechnic marker in base contact with the target.

| | Rg | Skl | Rst | TN | Dmg |
|---|---|---|---|---|---|
| **"When Pigs Fl- Oh"** | ✦8" | 4🟤 | **Wp** | - | - |

Target gains an **Entranced** token.

🐗 **"That's Normal.":** The target gains a **Glowy** token.

## Tactical Actions

| | Rg | Skl | Rst | TN | Dmg |
|---|---|---|---|---|---|
| **Stage Prep** | 6" | 0 | - | 5 | - |

Make a Pyrotechnic marker within range.

♦ **Short Fuse:** Resolve the end of turn effects on the made marker using a suit in this action's final duel total.

| | Rg | Skl | Rst | TN | Dmg |
|---|---|---|---|---|---|
| ♦ **That'll Do, Pig** | - | - | - | - | - |

*Kill this model, do not infuse a ♦. This action may not be declared while this model has a **Summon** token.*
This model draws two cards and then discards one.

**30 mm**