

# Flaming Sack



This model gains the following abilities:

**Plink!**: When this model is dealt damage, it may discard this upgrade to reduce the damage by 1.

**Steady Blow**: When this model removes an **Impact** token, it deals +2 damage instead of +1.

This model gains the following action:

Attack Action	Rg	Skl	Rst	TN	Dmg
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<b>Flame Splat</b>	+6"	6	Df	-	2
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If this action receives a raise, deal 1 damage to enemy models within (1)2" of the target. Models damaged by this action gain a **Burning** token. Then, discard this upgrade.

## LIMITATIONS

Plentiful 2



MALIFAUXTM

# UPGRADE

FOURTH EDITION

