FLYING PIGLET

COST: -

DF: 4
SP: 7
WP: 3
SZ: 1

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