



- COST

# FLYING PIGLET

**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.

# FLYING PIGLET

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
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**Gore**      ⚡ 1"    4+    Df    -    2

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

**"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
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**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.

• **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.