

TERRA



FYREFLY

LEADER

(Small Living Model)



BP: ○○○○○○○○

EVO: ○○○○

SPD	MCA	RCA	AGL	EXO	ACT
5	6	7	12	11	2



RNG	ROA	PRC	CST
1"	1D	6	1



RNG	ROA	PRC	CST
8"	1D	6	2



SPECIAL ABILITIES

Leadership 2: While this model is in play you get a +2 to your Initiative roll.

Pyromancy: This model may ignore any Damage or effects of fire-based Attacks.

Fyre Wall: This model can create a 3" wall of Fyre anywhere within 2" of itself once per Activation. The Fyre Wall lasts until this models next Activation and provides Cover. Any model that touches this wall suffers a Fyre Fists Attack.

WEAPONZ

Fyre Fists: Models Hit by this weapon must roll to Extinguish the flames; During the End Phase of each Turn, the Target must roll a D10; on a 7+ the Fyre goes out, otherwise they suffer a PRC 6 roll. This continues until the model passes an Extinguish roll, regardless of whether Damage is taken.

Fyre Thrower: When using this weapon, use the tape measure to indicate the 8" firing line. Make an Attack against all models within 2" of this line rolling to Hit against the closest model only, ignoring any Cover bonuses. If first model is Hit, all models are Hit in the firing line. PRC rolls are against the individual models. If the Hit roll is missed, all models are missed. Models Hit by this weapon must roll to Extinguish the flames; During the End Phase of each Turn, the Target must roll a D10; on a 7+ the Fyre goes out, otherwise they suffer a PRC 6 roll. This continues until the model passes an Extinguish roll, regardless of whether Damage is taken.

TALENTZ

Flambé: All enemy models within 10" of this model suffer a Fyre Thrower Attack.

