



# THE FIRST LIGHT

5  
COST4  
DF6  
SP6  
WP3  
SZ*Unique, Living, Construct • Bygone*

**Demise (Beacon):** After this model is killed, all allies gain a **Shielded** token.

**Drag Behind:** Once per turn. Before this model moves, it may remove a marker within 2" of it. After resolving the move, make a marker of the same type into base contact with this model.

**Hard to Kill:** When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

# THE FIRST LIGHT

## Attack Actions      Rg Skl Rst TN Dmg

<b>Radiant Flare</b>	†14"	6	Df	-	1
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The target gains a **Distracted** token.

• **Scorched Retina:** Enemy models within (1)2" of the target gain a **Distracted** token.

• **Illuminated Path:** Move an ally with LoS to the target up to 3" toward the target.

• **Draw Their Attention:** A friendly model in this model's LoS may discard a card to declare the **Interact** action.

## Tactical Actions      Rg Skl Rst TN Dmg

<b>Winds of Change</b>	-	0	-	4	-
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*Once per turn.* Look at the top two cards of your fate deck and discard any number of them. Place the remaining cards on top of your fate deck in any order.

• **Trust Their Guidance:** When resolving, look at three additional cards from this model's fate deck.

• **Forge a New Path:** When resolving, for each card discarded, an ally in LoS may move up to 3".