



7
COST

THE FIRESTARTER

6

DF

7

SP

5

WP

2

SZ

Unique, Living, Cult • Wildfire

Flight: This model ignores terrain and other models while moving.

Pyromania: After this model receives a raise, give a **Burning** token to a model within 6".

Reckless: *Once per activation.* When this model declares an action, it may deal 1 irreducible damage to itself to treat that action as a ♣ action.

THE FIRESTARTER

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Conflagration †10" 6 **Df** - 2

*This action receives a † if the target has a **Burning** token. Models damaged by this action gain a **Burning** token.*

☞ **Kindle:** Target must have a **Burning** token.
Deal 1 damage to the target.

☞ **Twirl the Gas Can:** This trigger must be declared, if able. When resolving, this action deals +1 damage to the target. Then, deal 1 damage to another friendly model within range.

Light Under Their Feet †10" 6 **Wp** 12 -

*This action may target friendly models. Move the target up to its **Sp**. This model may remove a **Burning** token from the target to have it ignore models and terrain while moving.*

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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† **Blast to Bits** 10" 0 - 6 -

*Once per activation. Target a Scheme marker. Models within (X)2" of the target must pass a TN 12 **Sp** duel or be dealt 2 damage. Then, remove the target.*

☞ **Blaze:** Models damaged by this action gain a **Burning** token.

☞ **Arcanist Cache:** Summon a Steam Arachnid within 1" of the target.