



8

COST

# ELIJAH BORGMANN

6  
DF6  
SP5  
WP2  
SZ

Unique, Living, Loyal, Cult • Wildfire



**Blade Rush:** While resolving the **Charge** action, this model may move through enemy models. Deal 1 damage to enemy models moved through this way.

**¶ Promised to the Flame:** Once per activation. Reduce all damage dealt to this model by 1 while it is within 2" of a model with a **Burning** token.

**Ruthless:** This model ignores the **¶** abilities of other models.



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## Attack Actions

Rg	Skl	Rst	TN	Dmg
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### ¶ Torch and Blade

¶ 1"	6	¶	Df	-	2
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This model may remove one marker or piece of destructible terrain within 2" of the target.

¶ **Kindle:** Target must have a **Burning** token.

Deal 1 damage to the target.

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

### Immolate

¶ 8"	6	Df	9	2
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If this action receives a raise, this model may remove a **Burning** token from the target to deal +3 damage.

¶ **Good for a Laugh:** Draw two cards, then discard a card.

## Tactical Actions

Rg	Skl	Rst	TN	Dmg
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### Burn Away Pain

-	0	-	6	-
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This model heals 2 and gains a **Burning** token.

¶ **Heatwave:** Models within (X)2" gain a **Burning** token.

### ¶ Onward

-	0	-	6	-
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This model may declare the **Walk** action.

♦ **Burning Vitality:** Once per activation. This model heals 2.

¶ **Shooting Sparks:** Models within (X)1" resolve their **Burning** tokens.