



LAMPLIGHTER

6
COST

5
DF

5
SP

6
WP

2
SZ



Minion (3), Living, Loyal • Seeker

Don't Mind Me: The following do not restrict this model from declaring the **Interact** action: being engaged, leaving engagement with a **Walk**, and targeting a marker with an enemy in base contact.

Reactive Life: Once per activation. When an enemy model ends a move within 2" of this model, this model may gain a **Life** token.

LAMPLIGHTER

Attack Actions	Rg	Skl	Rst	TN	Dmg
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Lighting Stick	4"	5	Df	-	2
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If this attack receives a raise, this model gains a **Life** token.

❖ **Siphon Life:** When resolving, this action deals +1 damage and this model heals 1.

❖ **Pulled Here and There:** Move either this model or the target up to 3".

Light the Way	4"	5	Wp	10	-
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This action may target friendly models. Move the target up to its **Sp** toward a piece of terrain or friendly Lamp marker in its LoS.

❖ **Mend:** Target heals 2

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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Ancient Lamps	6"	0	-	5	-
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Make a Lamp marker within range. An ally within 2" of the made marker may heal 1.

❖ **Burn the Midnight Oil:** This model may declare the **Interact** action, drawing range and LoS from the made marker.

❖ **Steel Monument:** Declare the **Light the Way** action, which receives +❖ to its **Skl**.