



HERBIE

- COST

6
DF

7
SP

5
WP

2
SZ

Totem, Unique, Construct, Cult • Wildfire



Flameborn: When this model would suffer damage from a **Burning** token, it instead heals that amount.

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

The Madness Engine: After an enemy model with a **Burning** token within 6" is killed, this model infuses a ♦.

HERBIE

Attack Actions

Rg	Skl	Rst	TN	Dmg
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Thermite Injection

¶ 1"	6	Df	-	2
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If the target has a **Burning** token, this action has a raise value of 3.

• **Onslaught:** Declare this action again, targeting the same model.

Breath of Fire

‡ 6"	6	Df	-	2
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Deal this action's damage to a different enemy model within 2" of the target. Models damaged by this action gain a **Burning** token.

• **Like the Wind:** Move this model up to 5", ignoring enemy models.

Tactical Actions

Rg	Skl	Rst	TN	Dmg
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• Tap the Leyline

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Once per turn. Draw two cards and then discard one card.

‡ Living Spark

6"	0	-	6	-
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X is equal to 2 plus the level of this crew's fervor bar.

All models within (1)X" of the target must pass a TN 13 **Wp** duel or resolve their **Burning** tokens.

■ **Collapsing Star:** Choose toward or away. Move all models that failed this duel up to 4" in the chosen direction from this model.