



5
COST

THE FIRST LIGHT

4
DF

6
SP

6
WP

3
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

Radiant Flare ✦14" 6 **Df** - 1

The target gains a **Distracted** token.

☞ **Scorched Retina:** Enemy models within (X)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

✦ **Winds of Change** - 0 - 4 -

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".