



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

Thermite Injection //1" 6 Df - 2

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

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

♦ **Tap the Leyline** - - - - -

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

⚡ **Living Spark** 6" 0 - 6 -

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

All models within (X)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.