ENGULFING FLAMES

Sonnia Criid, *Unrelenting*

Friendly Witch Hunter models gain the following ability:

Spreading Flames: When an enemy model within 12" suffers damage from a **Burning** token that was not on itself, this model may have the damaged enemy gain a **Burning** token.

Friendly Witch Hunter models gain the following actions:

Tactical Actions	Rg	Skl	Rst	TN	Dmg
↯◆ Fire's Glow	8"	-	-	-	-

Make an Inferno marker within range. Allies within (X)1" of the made marker may gain a **Shielded** token.

◆◆ "Burn It. Burn It All."	1"	-	-	-	-

Target a climbable terrain piece of Ht 2 or more. All models on top of the terrain piece are dealt 1 damage and gain a **Burning** token. Then they must move directly toward the edge of the target closest to them until they fall.

Crew Card

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Markers

Inferno: 50 mm, hazardous (**Burning**).

Tokens

Aura (Concealment): The area within 2" of this model is concealing terrain. Friendly models may choose to be unaffected by this terrain. During the end phase, remove this token.

Burning: During the end phase deal 1 damage to this model and enemy models in base contact with it. Then remove this token.

Shielded: When this model is dealt non-irreducible damage, it must remove this token to reduce that damage by 1. This token may reduce damage to 0.

Slow: Reduce this model's action limit by 1 (to a minimum of 1). When this model ends its activation, remove this token. Canceled by **Fast**.

Summon: This model cannot declare the **Interact** action. This model does not infuse a ⬤ for its crew when it is killed. This token cannot be removed.

Suppressed: When this model declares a ✢ action, it must drain a ⬤ or the action fails. After this model resolves a ✢ action, remove this token.