



DEACON HILLCREST

7
COST5
DF6
SP5
WP2
SZ

Henchman, Unique, Living, Cult • Wildfire

Heated Words: Scheme markers within 8" of this model gain the **Hazardous (Burning)** trait.

¶ Promised to the Flame: Once per activation. Reduce all damage dealt to this model by 1 while it is within 2" of a model with a **Burning** token.

DEACON HILLCREST

Attack Actions

Rg	Skl	Rst	TN	Dmg
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Consuming Madness

+8"	6	Wp	-	2
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For every raise this action receives, the target discards a card.

¶ **Kindle:** Target must have a **Burning** token.

Deal 1 damage to the target.

¤ **Knock Aside:** Move the target up to 3".

■ **Blaze:** Models damaged by this action gain a **Burning** token.

Translocation Ritual

+6"	5	¶	Wp	12	-
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This action may target allies. Place the target anywhere within range within 1" of a model with a **Burning** token.

¶ **Cauterize:** Target heals 1 and gains a **Burning** token.

■ **Divination:** *Enemy only.* Make a Scheme marker in base contact with the target.

Tactical Actions

Rg	Skl	Rst	TN	Dmg
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Purifying Fires

6"	0	-	6	-
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Friendly only. Remove up to two tokens from the target. Then, the target gains a **Burning** token.