



5
COST

ASHBRINGER

5

DF

6

SP

6

WP

2

SZ



STN: 8

Minion (2), Living ♦ Witch Hunter, Marshal

🛡️ **Aegis:** Once per activation. This model may reduce damage dealt to it by 1.

🦶 **One Foot in the Grave:** When this model declares the **Walk** action, it may remove a Remains marker within 1". If it does so, it may treat the **Walk** action as a 🦶.

🔥 **Trail of Embers:** After resolving an action that targeted and damaged this model, the attacking model gains a **Burning** token.



ASHBRINGER

Attack Actions

Rg Skl Rst TN Dmg

Scorching Embers

✚ 6" 5 Df - 1

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

☞ **Critical Strike:** When resolving, this action deals +1 damage to the target.

⚔ **Mass Hysteria:** Move models damaged by this action up to 3".

Tactical Actions

Rg Skl Rst TN Dmg

✚ Carry the Flame

6" 0 - 6 -

Once per activation. Ally only. Move the target up to 2", then make a Remains or Inferno marker in base contact with the target.

Dispose of Evidence

2" - - - -

Once per turn. Remove target enemy marker. Draw a card.