VINCENT ST. CLAIR

COST 9

DF 5

SP 6

WP 6

SZ 2

Henchman, Unique, Living ✦ Revenant

Expert Climber: *Once per activation.* This model may ignore vertical distance while resolving the **Walk** or **Charge** action.

Fury of the Faithful: After resolving an attack action that targeted this model and caused it to remove a **Shielded** token, deal 1 damage to the attacker.

Run and Gun: This model's **Charge** action may generate 👉 actions instead of ⚔ actions.

1 2 3 4 5 6 7 8 9 10 11 12

VINCENT ST. CLAIR

Attack Actions	Rg	Skl	Rst	TN	Dmg
Death-Touched Crossbow	🏹10"	6	**Df**	-	3

*This action receives +1🦋 to its **Skl** if the target is at a lower elevation.*

- 🦋 *Coordinated Defense:* An ally engaged with the target gains a **Shielded** token.
- 📖 *Ignite Pyre: Remove a **Burning** token from the target.* Make a Pyre marker within 1" of the target.
- 🦋 *Exorcism:* Target must have a **Summon** token. Kill the target.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
🗡 **Roll Aside**	-	0	-	6	-

This model must be engaged. This model may move up to 3" and declare a 🏹 action.

🗡 **Light the Pyre**	4"	0	-	6	-

Once per activation. Target a marker. Make a Pyre marker in base contact with the target. If the target is an enemy marker, gain a **Shielded** token. Then, remove the target.

- ◆ *Invigorated by Flame:* This model heals 4.

30 mm