ETERNAL FLAME

- COST

5 DF

6 SP

4 WP

1 SZ

Totem, Unique, Construct, Elemental • Wildfire

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

Flameborn: When this model would suffer damage from a **Burning** token, it instead heals that amount.

Stoke the Boiler: *Once per activation.* When an ally within 8" gains a friendly **Burning** token, it also gains a **Hastened** token.

◊ 1 2 3 4 5 6 7 8 9

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Attack Actions

	Rg	Skl	Rst	TN	Dmg
⚑ **Flame Blast**	✦8"	5	**Df**	-	2

The target and models within (X)2" of the target gain a **Burning** token.

📖 *Wreathed in Flame:* The target gains an **Aura (Fire)** token.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
♦ **Tap the Leyline**	-	-	-	-	-

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

⚑ **Backdraft**	8"	0	-	5	-

All enemy models within (X)3" of the target must pass a TN 14 **Sp** duel or move 3" toward the target.

Spawn Steam Arachnid - - - - -

Deal 2 irreducible damage to this model. Once per turn. Summon a Steam Arachnid within 1" of this model.

40 mm