

 5  
COST

## ASHBRINGER

5  
DF6  
SP6  
WP2  
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 **Run**.

**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
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### Scorching Embers

+	6"	5	Df	-	1
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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
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### Carry the Flame

6"	0	-	6	-	-
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*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"	-	-	-	-	-
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*Once per turn.* Remove target enemy marker. Draw a card.