



EMPOWERING TOME

Sonnia Criid, Unmasked



Friendly Witch Hunter models gain the following ability:

Charred Soul: This model may treat Inferno markers as hazardous (**Shielded**) instead of any other hazardous effects.

Friendly Witch Hunter models gain the following action:

Tactical Action	Rg	Skl	Rst	TN	Dmg
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Cinder's Grasp	8"	0	-	6	-
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Make an Inferno marker within range. Enemies within (X)3" of the made marker must pass a TN 13 **Sp** duel or be moved 3" toward it.

- ◆ **Burn Over:** Once per activation. Enemy models with a friendly **Burning** token within (X)3" of the made marker are dealt 2 damage.



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Markers

Inferno: 50mm, hazardous (**Burning**).

Tokens

Aura (Concealment): The area within 2" of this model is concealing terrain. Friendly models may choose to be unaffected by this terrain. During the end phase, remove this token.

Burning: During the end phase deal 1 damage to this model and enemy models in base contact with it. Then remove this token.

Shielded: When this model is dealt non-irreducible damage, it must remove this token to reduce that damage by 1. This token may reduce damage to 0.

Slow: Reduce this model's action limit by 1 (to a minimum of 1). When this model ends its activation, remove this token. Canceled by **Fast**.

Summon: This model cannot declare the **Interact** action. This model does not infuse a ♦ for its crew when it is killed. This token cannot be removed.

Suppressed: When this model declares a ♦+ action, it must drain a ♦ or the action fails. After this model resolves a ♦+ action, remove this token.