



5  
COST

# ASHBRINGER

5  
DF

6  
SP

6  
WP

2  
SZ

Minion (2), Living ♦ Witch Hunter, Marshal

STN: 8

♣ **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

4 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.