



- COST

PURIFYING FLAME

6
DF7
SP3
WP2
SZ

STN: 10

Totem, Unique • Witch Hunter

Demise (Flashover): After this model is killed, models within (X) 1" gain a **Burning** token.

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

Node: Friendly models within 8" may draw range and LoS for \ddagger actions from this model.

Set Ablaze: When an enemy model within 8" resolves a **Burning** token, it damages enemy models within (X) 4" instead of base contact.

PURIFYING FLAME

Attack Actions	Rg	Skl	Rst	TN	Dmg
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Burning Touch	≤ 1"	6	Df	-	2
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Target gains a **Burning** token.

- **Controlled Burn:** Choose an Inferno marker within 2" of the target. Deal 1 damage to enemy models within (X)2" of the chosen marker.

Flame Blast	≥ 8"	5	Df	-	2
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The target and models within (X)2" of the target gain a **Burning** token.

- **Big Boom:** When resolving, increase the (X) of this action by 1".

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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Hovering Flame	-	0	-	7	-
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Move this model up to 5", ignoring other models.

Models moved through this way gain a **Burning** token.

- **Drag Along:** Choose a marker within 2". Make a copy of the chosen marker into base contact with this model.

- **Flaming Shield:** Friendly models moved through this way gain a **Shielded** token instead of a **Burning** token.

Tap the Leyline	-	-	-	-	-
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Once per turn. Draw two cards and then discard one card.