



-
COST

PURIFYING FLAME

6

DF

7

SP

3

WP

2

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 ✚ 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.



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PURIFYING FLAME

Attack Actions

Rg Skl Rst TN Dmg

Burning Touch

⚡ 1" 6 Df - 2

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

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

Hovering Flame

- 0 - 7 -

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.