**Commander**: This model counts as having all Squadron keywords.

**Emberspark**: If this attack kills an enemy, place 1 "Ember" within 4" of this model.

**Fire Counter**: This model may spend 1 AP to roll a d20. On a result of 10 or less remove the Fire Counter. This model suffers 1 automatic PW: 4 hit for each AP it spends on actions other than removing the Fire Counter. Resolve these automatic hits after the action is completed. A model may only have 1 Fire Counter at any time.

**Fueled by Combat**: Once per round, when this model kills an enemy, it may make a PS Check. On a success, it may heal 1 HP.

**Furious Charge**: This model gains an additional +1 AS and +1 PW to charge attacks.

**Never Panic**: This model may never gain Panic Counters.

**Our Vengeance is Eternal!**: Once per game, during the Preparation Phase, this model makes a PS Check. On a success, all friendly Trueborn models may roll 1 failed attack roll when making charge attacks this round.

**Rage**: This model's melee attacks gain +2 PW for each missing HP.

**Retaliation**: When an enemy misses this model with a melee attack, and this model has not been killed, after all attacks are resolved this model may select 1 of its attacks and perform it against that enemy.

**Animalism (x)**: This model may not be included in any force that has a model named (v).

**Crush**: If this attack hits, all further attacks this model makes against the target automatically hit this activation unless a malfunction is rolled. These hits may not be Parried.

**Fire**: Models hit by this attack gain 1 Fire Counter.

**Fire Counter**: This model may spend 1 AP to roll a d20. On a result of 10 or less remove the Fire Counter. This model suffers 1 automatic PW: 4 hit for each AP it spends on actions other than removing the Fire Counter. Resolve these automatic hits after the action is completed. A model may only have 1 Fire Counter at any time.

**Frenzied**: At the start of each activation, this model must make a PS Check. On a failure it does not activate as normal, but instead uses its activation to immediately move directly toward the nearest model with a different model name and use any remaining AP to perform melee attacks on that model.

**Never Panic**: This model may never gain Panic Counters.

**Psychogenic Master**: Twice per turn, this model may spend 1 AP to cast one of its psychogenics.

**Xenosathic Conduit**: This model ignores the normal method for choosing psychogenics. Instead it chooses its psychogenic powers from any one of the elemental castes (Air, Earth, Fire, Ice and Shadow), chosen before deployment.

**Deflection**: When this model is targeted by non-template ranged attacks, after attack rolls are made, this model may make an AS Check. If the check is successful it may discard 1 non-critical hit from those attacks.

**Emberspark**: If this attack kills an enemy, place 1 "Ember" within 4" of this model.

**Fire**: Models hit by this attack gain 1 Fire Counter.

**Fire Counter**: This model may spend 1 AP to roll a d20. On a result of 10 or less remove the Fire Counter. This model suffers 1 automatic PW: 4 hit for each AP it spends on actions other than removing the Fire Counter. Resolve these automatic hits after the action is completed. A model may only have 1 Fire Counter at any time.

**Furious Charge**: This model gains an additional +1 AS and +1 PW to charge attacks.

**Heart of the Flame**: This model may never gain Fire Counters. Enemies hitting this model with melee attacks gain 1 Fire Counter at the end of their activation.

**Non-Living**: This model may never gain Panic Counters. This model's PS may never be modified by enemy effects.

**Tough as Nails**: This model ignores Critical AR Failure.

**Extreme Damage**: Models that fail an AR Save caused by this attack lose 2 HP.

**Final Strike**: When this model would be killed, it may make a PS Check. On a success it may select and perform 1 of its attacks before being removed.

**Finishing Blow**: This attack gains 1 additional power multiplier and Extreme Damage when targeting models that are prone.

**Knockdown(s)**: When this attack hits a model, after AR Saves are made, roll a d20. If the number rolled is equal to or under (6) then the target is Knocked Prone. Melee attacks suffer -2 to (a) for every size smaller the attacking model is than the target and +2 to (a) for every size larger the attacking model is than the target.

**Never Panic**: This model may never gain Panic Counters.

**Sunder Armor**: Models hit by this attack gain 1 Sunder Counter. Sunder Counter: This model suffers -2 AS. A model may only have 1 Sunder Counter at any time.

**Rage**: This model's melee attacks gain +2 PW for each missing HP.

**Tough as Nails**: This model ignores Critical AR Failure.

**Unstoppable**: Whenever this model would be reduced to 0 HP, it may make a PS Check. On a success, this model remains at 1 HP, but gains 1 Weakened Resolve Counter. Weakened Resolve Counter: This model suffers -4 PS. Weakened Resolve Counters are cumulative.
SPRIT LORD OF FIRE

**AG#1**
- **Warpseed**
  - FINISHING BLOW
  - Knockdown(12)
  - Stun

**AG#2**
- **Shield Bash**
  - Knockdown(12)
  - Stun

**AG#3**
- **Particle Ray**
  - FINISHING BLOW
  - Stun

**Special Abilities**
- Commander
- Never Panic
- Psyogenic Neophyte(1 Fire Psyogenic)
- Shield Formation

**COMBAT REFLEXES:** Enemies never gain bonuses for Charging or Gang-up against this model. This model may stand up from prone for no AP cost.

**CRITICAL STRIKE(s):** This attack critically hits on attack rolls of (x) or less.

**FIRE:** Models hit by this attack gain 1 Fire Counter.

**Fire Counter:** This model may spend 1 AP to roll a d20. On a result of 10 or less remove the Fire Counter. This model suffers 1 automatic PW: 4 hit for each AP it spends on actions other than removing the Fire Counter. Resolve these automatic hits after the action is completed. A model may only have 1 Fire Counter at any time.

**FURIOUS CHARGE:** This model gains an additional +1 AS and +1 PW to charge attacks.

**RAGE:** This model’s melee attacks gain +2 PW for each missing HP.

**RETALIATION:** When an enemy misses this model with a melee attack, and this model has not been killed, after all attacks are resolved this model may select 1 of its attacks and perform it against that enemy.

**STUN:** Models hit by this attack gain 1 Stun Counter.

**Stun Counter:** The next time this model activates, it immediately loses 1 AP and then removes 1 Stun Counter. A model may only have 1 Stun Counter at any time.

**Special Abilities**
- Combat Reflexes
- Furious Charge
- Rage
- Retaliation
- Shield Formation

**COMMANDER:** This model counts as having all applicable Keywords.

**FINISHING BLOW:** This attack gains 1 additional power multiplier and Extreme Damage when targeting models that are prone.

**KNOCKDOWN(s):** When this attack hits a model, after AR Saves are made, roll a d20. If the number rolled is equal to or under (x) then the target is Knocked Prone. Melee attacks suffer -2 to (x) for every size smaller the attacking model is than the target and +2 to (x) for every size larger the attacking model is than the target.

**NEVER PANIC:** This model may never gain Panic Counters.

**PSEUDOCHEMIC NEOPHYTE(s):** This model may spend 1 AP to cast the (x) psychic.

**RETALIATION:** When an enemy misses this model with a melee attack, and this model has not been killed, after all attacks are resolved this model may select 1 of its attacks and perform it against that enemy.

**SHIELD FORMATION:** While not prone, and within 1” of another model with Shield Formation, this model gains +2 AR.

**STUN:** Models hit by this attack gain 1 Stun Counter.

**Stun Counter:** The next time this model activates, it immediately loses 1 AP and then removes 1 Stun Counter. A model may only have 1 Stun Counter at any time.

**Special Abilities**
- Commander
- Never Panic
- Psyogenic Neophyte(1 Fire Psyogenic)
- Shield Formation

**BRIMSTONE FLAME**
- **FINISHING BLOW**
- Knockdown(12)

**PARTICLE RAY**
- FINISHING BLOW
- Stun

**Special Abilities**
- Commander
- Never Panic
- Psyogenic Neophyte(1 Fire Psyogenic)
- Shield Formation

**COMBAT REFLEXES:** Enemies never gain bonuses for Charging or Gang-up against this model. This model may stand up from prone for no AP cost.

**CRITICAL STRIKE(s):** This attack critically hits on attack rolls of (x) or less.

**FIRE:** Models hit by this attack gain 1 Fire Counter.

**Fire Counter:** This model may spend 1 AP to roll a d20. On a result of 10 or less remove the Fire Counter. This model suffers 1 automatic PW: 4 hit for each AP it spends on actions other than removing the Fire Counter. Resolve these automatic hits after the action is completed. A model may only have 1 Fire Counter at any time.

**FURIOUS CHARGE:** This model gains an additional +1 AS and +1 PW to charge attacks.

**RAGE:** This model’s melee attacks gain +2 PW for each missing HP.

**RETALIATION:** When an enemy misses this model with a melee attack, and this model has not been killed, after all attacks are resolved this model may select 1 of its attacks and perform it against that enemy.

**STUN:** Models hit by this attack gain 1 Stun Counter.

**Stun Counter:** The next time this model activates, it immediately loses 1 AP and then removes 1 Stun Counter. A model may only have 1 Stun Counter at any time.

**Special Abilities**
- Combat Reflexes
- Furious Charge
- Rage
- Retaliation
- Shield Formation

**COMMANDER:** This model counts as having all applicable Keywords.

**FINISHING BLOW:** This attack gains 1 additional power multiplier and Extreme Damage when targeting models that are prone.

**KNOCKDOWN(s):** When this attack hits a model, after AR Saves are made, roll a d20. If the number rolled is equal to or under (x) then the target is Knocked Prone. Melee attacks suffer -2 to (x) for every size smaller the attacking model is than the target and +2 to (x) for every size larger the attacking model is than the target.

**NEVER PANIC:** This model may never gain Panic Counters.

**PSEUDOCHEMIC NEOPHYTE(s):** This model may spend 1 AP to cast the (x) psychic.

**RETALIATION:** When an enemy misses this model with a melee attack, and this model has not been killed, after all attacks are resolved this model may select 1 of its attacks and perform it against that enemy.

**SHIELD FORMATION:** While not prone, and within 1” of another model with Shield Formation, this model gains +2 AR.

**STUN:** Models hit by this attack gain 1 Stun Counter.

**Stun Counter:** The next time this model activates, it immediately loses 1 AP and then removes 1 Stun Counter. A model may only have 1 Stun Counter at any time.

**Special Abilities**
- Commander
- Never Panic
- Psyogenic Neophyte(1 Fire Psyogenic)
- Shield Formation

**INFERNO**

**AG#1**
- **Khopesh**
  - Critical Strike(3)
  - Critical Strike(3)

**AG#2**
- **Pistol Whip**
  - Stun

**AG#3**
- **Immolator Pistol**
  - Fire

**Special Abilities**
- Combat Reflexes
- Furious Charge
- Rage
- Retaliation

**INFERNO**

**AG#1**
- **Khopesh**
  - Critical Strike(3)
  - Critical Strike(3)

**AG#2**
- **Pistol Whip**
  - Stun

**AG#3**
- **Immolator Pistol**
  - Fire

**Special Abilities**
- Combat Reflexes
- Furious Charge
- Rage
- Retaliation

**COMBAT REFLEXES:** Enemies never gain bonuses for Charging or Gang-up against this model. This model may stand up from prone for no AP cost.

**CRITICAL STRIKE(s):** This attack critically hits on attack rolls of (x) or less.

**FIRE:** Models hit by this attack gain 1 Fire Counter.

**Fire Counter:** This model may spend 1 AP to roll a d20. On a result of 10 or less remove the Fire Counter. This model suffers 1 automatic PW: 4 hit for each AP it spends on actions other than removing the Fire Counter. Resolve these automatic hits after the action is completed. A model may only have 1 Fire Counter at any time.

**FURIOUS CHARGE:** This model gains an additional +1 AS and +1 PW to charge attacks.

**RAGE:** This model’s melee attacks gain +2 PW for each missing HP.

**RETALIATION:** When an enemy misses this model with a melee attack, and this model has not been killed, after all attacks are resolved this model may select 1 of its attacks and perform it against that enemy.

**STUN:** Models hit by this attack gain 1 Stun Counter.

**Stun Counter:** The next time this model activates, it immediately loses 1 AP and then removes 1 Stun Counter. A model may only have 1 Stun Counter at any time.

**Special Abilities**
- Combat Reflexes
- Furious Charge
- Rage
- Retaliation
- Shield Formation

**COMMANDER:** This model counts as having all applicable Keywords.

**FINISHING BLOW:** This attack gains 1 additional power multiplier and Extreme Damage when targeting models that are prone.

**KNOCKDOWN(s):** When this attack hits a model, after AR Saves are made, roll a d20. If the number rolled is equal to or under (x) then the target is Knocked Prone. Melee attacks suffer -2 to (x) for every size smaller the attacking model is than the target and +2 to (x) for every size larger the attacking model is than the target.

**NEVER PANIC:** This model may never gain Panic Counters.

**PSEUDOCHEMIC NEOPHYTE(s):** This model may spend 1 AP to cast the (x) psychic.

**RETALIATION:** When an enemy misses this model with a melee attack, and this model has not been killed, after all attacks are resolved this model may select 1 of its attacks and perform it against that enemy.

**SHIELD FORMATION:** While not prone, and within 1” of another model with Shield Formation, this model gains +2 AR.

**STUN:** Models hit by this attack gain 1 Stun Counter.

**Stun Counter:** The next time this model activates, it immediately loses 1 AP and then removes 1 Stun Counter. A model may only have 1 Stun Counter at any time.

**Special Abilities**
- Combat Reflexes
- Furious Charge
- Rage
- Retaliation
- Shield Formation

**CINDER SLAVE**

**AG#1**
- **Fire Shard**
  - Unstable(Fire)

**Special Abilities**
- Infiltrate
- Explosive End(FW: 6, Fire)

**“HOT! HOT! HOT!”**

**BRIMSTONE**

**AG#1**
- **Brimstone Flame**
  - Fire
  - Point Blank

**Special Abilities**
- Explosive End(FW: 4x2, Fire)
- Smoke Bomb

**“The flames... They beg to be unleashed!”**
**Pyre**

**AG#1**

- Skirmisher Blade 6

**AG#2**

- Flameburst Bomb 6

**Special Abilities**
- Explosive End (PW: 6, Fire)
- Furious Charge
- Hit and Run

**BLIND**:
Models hit by this attack gain 1 Blind Counter.

**EXPLOSIVE END(x)**:
When this model is killed, place a Blast(2) template with the center hole anywhere completely over this model’s base. Each model under the template suffers an automatic hit from (x), and then this model is removed (this is a Template Attack).

**FIRE**:
Models hit by this attack gain 1 Fire Counter.

**FURIOUS CHARGE**:
This model gains an additional +1 AS and +1 PW to charge attacks.

**HIT AND RUN**:
When this model kills a model with an attack, it may immediately gain 1 AP to Move. This move action ignores the rules for Breaking Free and may result in a charge.

---

**Soul Warden**

**AG#1**

- Foci Staff 6

**AG#2**

- Firestarter

**Special Abilities**
- Commander
- Psychogenic Master
- Psychogenic Resolve (3)

**COMMANDER**:
This model counts as having all Squadlink Keywords.

**FIRE**:
Models hit by this attack gain 1 Fire Counter.

**PSYCHOGENIC MASTER**:
Twice per turn, this model may spend 1 AP to cast one of its psychogenics.

**PSYCHOGENIC RESOLVE(x)**:
(x) times per game, when a malfunction is rolled from a psychogenic, that model may ignore the malfunction. This ability functions even if this model is killed.

---

**Volcanic Helot**

**AG#1**

- Bardiche

**Special Abilities**
- Guard
- Psychogenic Neophyte (Fiery Resolve)
- Vigilance

**GUARD**:
When a friendly model within 4” and line of sight is targeted by a non-template ranged attack, this model may become the target of the attack instead (Guard may not trigger another model’s Guard ability).

**PSYCHOGENIC NEOPHYTE(x)**:
This model may spend 1 AP to cast the (x) psychogenic.

**VIGILANCE**:
If this model ends its activation unengaged it automatically goes On Hold.

---

**Volcanic Phalanx**

**AG#1**

- Warspear

**AG#2**

- Shield Bash

**Special Abilities**
- Psychogenic Neophyte (Shield of Hatred)
- Shield Formation

**FINISHING BLOW**:
This attack gains 1 additional power multiplier and Extreme Damage when targeting models that are prone.

**KNOCKDOWN(x)**:
When this attack hits a model, after AR Saves are made, roll a d20. If the number rolled is equal to or under (x) then the target is Knocked Prone. Melee attacks suffer -2 to (x) for every size smaller the attacking model is than the target and +2 to (x) for every size larger the attacking model is than the target.

**PSYCHOGENIC NEOPHYTE(x)**:
This model may spend 1 AP to cast the (x) psychogenic.

**SHIELD FORMATION**:
While not prone, and within 1” of another model with Shield Formation, this model gains +2 AR.

**STUN**:
Models hit by this attack gain 1 Stun Counter.

Stun Counter:
The next time this model activates, it immediately loses 1 AC, and then removes 1 Stun Counter. A model may only have 1 Stun Counter at any time.
**Artificer of the Alteghran**

<table>
<thead>
<tr>
<th>AG#1</th>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
<th>MAL</th>
</tr>
</thead>
</table>

*“I FIX! I FIX!!!”*

**Special Abilities**
- Commander
- Superior Maintenance(3)

**Fire**
Models hit by this attack gain 1 Fire Counter. A model may only have 1 Fire Counter at any time.

**Sunder Armor**
Models hit by this attack gain 1 Sunder Counter. A model may only have 1 Sunder Counter at any time.

**Superior Maintenance**: (x) times per game, when a malfunction is rolled from a non-psychogenic attack, that model may ignore the malfunction. This ability functions even if this model is killed.

---

**Cavewing Slyth**

<table>
<thead>
<tr>
<th>AG#1</th>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
<th>MAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>[2] Jagged Claws</td>
<td>5</td>
<td>0</td>
<td>3</td>
<td>0</td>
<td>-</td>
</tr>
</tbody>
</table>

*“Wretched little things...”*

**Special Abilities**
- Ambush
- Vault

**Ambush**
Do not deploy this model as normal. During any Preparation Phase after Round 1 you may deploy this model by choosing a point on the battlefield and performing a scatter roll from that point. Placing this model as close as possible to the location of the scatter. Models with Ambush that share a squadlink value may deploy using 1 Scatter Roll, placing the first model on the point and the rest within 4”.

**Stun**
Models hit by this attack gain 1 Stun Counter. A model may only have 1 Stun Counter at any time.

---

**Razor Slyth**

<table>
<thead>
<tr>
<th>AG#1</th>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
<th>MAL</th>
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<tbody>
<tr>
<td>[2] Rending Claws</td>
<td>5</td>
<td>0</td>
<td>4</td>
<td>0</td>
<td>-</td>
</tr>
</tbody>
</table>

*“Before we knew it we’d lost two scouts...”*

**Special Abilities**
- Infiltrate
- Strider
- Vault

**Infiltrate**
This model is only deployed after all non-Infiltrating models have been deployed. This model may be deployed anywhere on the battlefield that is at least 12” from an enemy deployment zone.

**Rend**
If all attacks from this assault group hit the same target, they gain 1 additional power multiplier for this attack.

**Strider**
This model ignores the Rough keyword of terrain pieces. This model may stand up from prone for no AP cost.

**Vault**
Once per activation, this model may spend 1 AP to immediately move their MV value, ignoring terrain as well as intervening models. If this move results in a charge, this model gains an additional +1 AS and +1 PW to the charge attack.

---

**Taskmaster**

<table>
<thead>
<tr>
<th>AG#1</th>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
<th>MAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>[1] Shard Whip</td>
<td>4</td>
<td>0</td>
<td>4</td>
<td>RE</td>
<td>-</td>
</tr>
</tbody>
</table>

*“FASTER!!!”*

**Special Abilities**
- Human Shield
- Taskmaster(+2 AS or +1 MV)

**Bleed**
Living Models hit by this attack gain 1 Bleed Counter. A model may only have 1 Bleed Counter at any time.

**Bleed Counter**
During the Lingering Effects Phase roll a d20. On a result of 11+, this model loses 1 HP, otherwise, remove the Bleed Counter. A model may only have 1 Bleed Counter at any time.

**Human Shield**
When this model is hit by an enemy non-template attack, it may force 1 friendly model within 4” to be hit by the attack instead. That attack gains an additional power multiplier for this hit (this from Human Shield cannot trigger Human Shield).

**Taskmaster**: Other non-Trueborn models this model squadlinks with may gain (x) this activation. If this is done, that model must make a PS Check at the end of its activation. On a failure, it loses 1 HP. A model may only benefit from Taskmaster once per activation.

**Whiplash**
Models hit by this attack who pass their AR Save gain 1 Whiplash Counter. A model may only have 1 Whiplash Counter at any time.

---
The images contain a collection of cards detailing various characters and abilities, likely from a role-playing or collectible card game. Each card provides information on the character's stats, special abilities, and a description of their actions and effects. Here is a breakdown of the content:

**SHARD SLAVE**
- **AG#1**
- **Special Abilities:**
  - Infiltrate
  - Shard Scatter (Fire)
  - Shard Walk
- **FIRE:** Models hit by this attack gain 1 Fire Counter.
- **Fire Counter:**
  - Models may spend 1 AP to roll a d20. On a result of 10 or less remove the Fire Counter. This model suffers 1 automatic PW: 4 hit for each AP it spends on actions other than removing the Fire Counter. Resolve these automatic hit(s) after the action is completed. A model may only have 1 Fire Counter at any time.
- **UNSTABLE(x):** If this attack Malfunctions, this model, and all other models within 1", suffer (x).

**SLING SLAVE**
- **AG#1**
- **Special Abilities:**
  - None
- **FIRE:** Models hit by this attack gain 1 Fire Counter.
- **Fire Counter:**
  - Models may spend 1 AP to roll a d20. On a result of 10 or less remove the Fire Counter. This model suffers 1 automatic PW: 4 hit for each AP it spends on actions other than removing the Fire Counter. Resolve these automatic hit(s) after the action is completed. A model may only have 1 Fire Counter at any time.

**SPEAR SLAVE**
- **AG#1**
- **Special Abilities:**
  - Distraction
- **FIRE:** Models hit by this attack gain 1 Fire Counter.
- **Fire Counter:**
  - Models may spend 1 AP to roll a d20. On a result of 10 or less remove the Fire Counter. This model suffers 1 automatic PW: 4 hit for each AP it spends on actions other than removing the Fire Counter. Resolve these automatic hit(s) after the action is completed. A model may only have 1 Fire Counter at any time.
- **UNSTABLE(x):** If this attack Malfunctions, this model, and all other models within 1", suffer (x).

**EMBER**
- **AG#1**
- **Special Abilities:**
  - Heart of the Flame
  - Non-Living
  - Servant of Flame
- **FIRE:** Models hit by this attack gain 1 Fire Counter.
- **Fire Counter:**
  - Models may spend 1 AP to roll a d20. On a result of 10 or less remove the Fire Counter. This model suffers 1 automatic PW: 4 hit for each AP it spends on actions other than removing the Fire Counter. Resolve these automatic hit(s) after the action is completed. A model may only have 1 Fire Counter at any time.
- **HEART OF THE FLAME:** This model may never gain Fire Counters. Enemies hitting this model with melee attacks gain 1 Fire Counter at the end of their activation.
- **NON-LIVING:** This model may never gain Panic Counters. This model's PS may never be modified by enemy effects.
- **POINT BLANK:** This ranged attack may be used while engaged. If used while engaged, this attack must target an enemy this model is engaged with.
- **SPOIL OF THE FLAME:** Friendly models with Emberspark within 4" may:
  - Kill this model when they suffer damage to prevent 1 damage.
  - Kill this model to re-roll 1 failed attack roll.
  - Kill this model when they hit an enemy with a melee attack to give that attack +2 PW.
**Burning Hatred**

**Description**
This model gains the Rage special ability at all times.

**Rage**
This model's melee attacks gain +2 PW for each missing HP.

**Combustion**

**AS** RF PW RN MAL
8 1 6 8 18 •Fire

If this attack hits a model that already had a Fire Counter, you may remove that counter to give this attack +1 power multiplier and the Blind weapon ability.

**Blind**
Models hit by this attack gain 1 Blind Counter.
  - **Blind Counter**: This model suffers -4 AS. Remove the Blind Counter at the end of this model's activation. A model may only have 1 Blind Counter at any time.

**FIRE**
Models hit by this attack gain 1 Fire Counter.
  - **Fire Counter**: This model may spend 1 AP to roll a d20. On a result of 10 or less remove the Fire Counter. This model suffers 1 automatic PW: 4 hit for each AP it spends on actions other than removing the Fire Counter. Resolve these automatic hit(s) after the action is completed. A model may only have 1 Fire Counter at any time.

**Malfunction**
As normal.

**Conflagration**

**AS** RF PW RN MAL
6 1 6 8 18 •Fire •Proximity Strike(2)

**FIRE**
Models hit by this attack gain 1 Fire Counter.
  - **Fire Counter**: This model may spend 1 AP to roll a d20. On a result of 10 or less remove the Fire Counter. This model suffers 1 automatic PW: 4 hit for each AP it spends on actions other than removing the Fire Counter. Resolve these automatic hit(s) after the action is completed. A model may only have 1 Fire Counter at any time.

**Proximity Strike**
When this attack is selected, place the Blast(x) Template anywhere completely in range of this attack. Make 1 separate attack roll against each enemy model under the template. Only the initial attack roll may suffer Malfunction or gain the benefits of Aiming.

**Malfunction**
As normal.

**Fiery Resolve**

**TN** RF RN MAL
14 1 - 18

**Description**
On a successful cast, the caster may heal 1 HP.

**Malfunction**
Caster suffers 1 automatic PW: 6 hit.
**Heart of the Flame**

**Description**
This model gains the Heart of the Flame special ability at all times.

HEART OF THE FLAME: This model may never gain Fire Counters. Enemies hitting this model with melee attacks gain 1 Fire Counter at the end of their activation.

---

**Shield of Hatred**

**Description**
When this model is hit by a melee attack, it may make a PS Check. On a success, the enemy that hit it suffers 1 automatic PW: 4 hit.

---

**Summoner of Fire**

**Description**
This model's melee attacks gain the Emberspark special ability at all times.

EMBERSPARK: If this attack kills an enemy, place 1 Ember within 4" of this model.