



FIGHTER TYPES

SCIONS OF THE FLAME



Blazing Lord



Initiate with Brazier
Weapon and Flameburst Pot



Brazen Champion



Initiate with
Morning Star



Initiate with
Flameburst Pot



Initiate with
Hooked Axe



Fireborn with
Sunblade and Kris



Fireborn



Inferno Priest



Fireborn with Sunblade
and Brazier Axe



Immolator



2



4



5



2/6





65



1



3



4

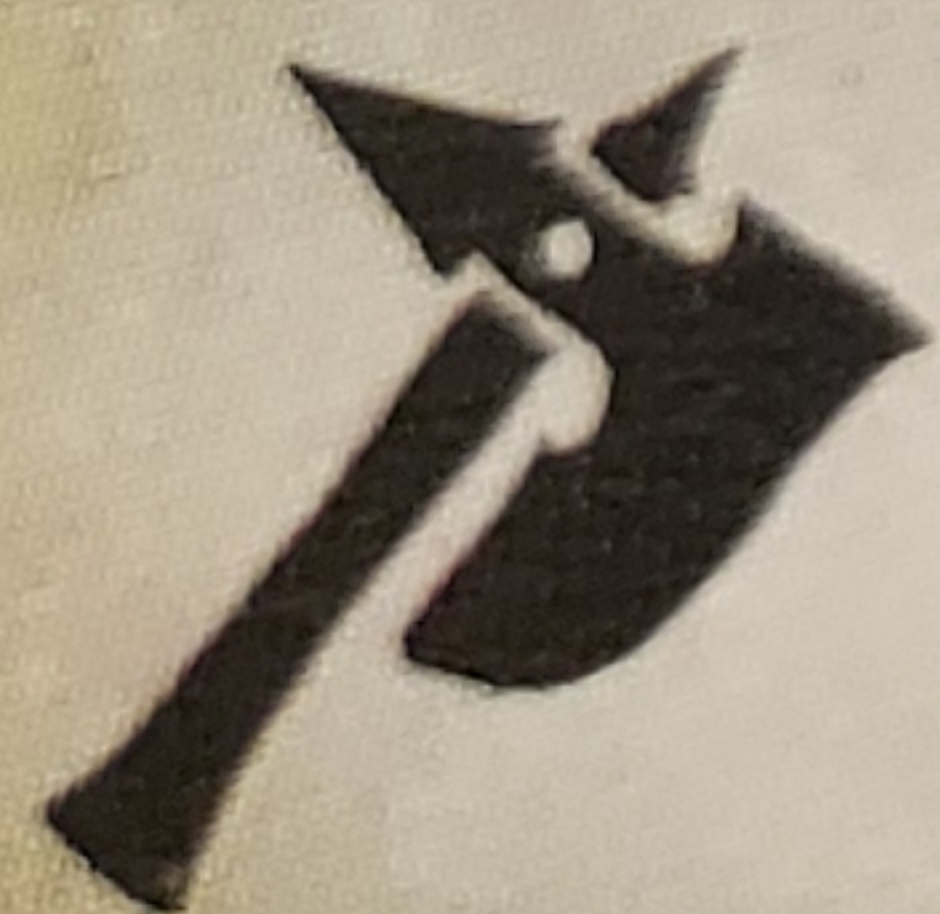


1/3





170



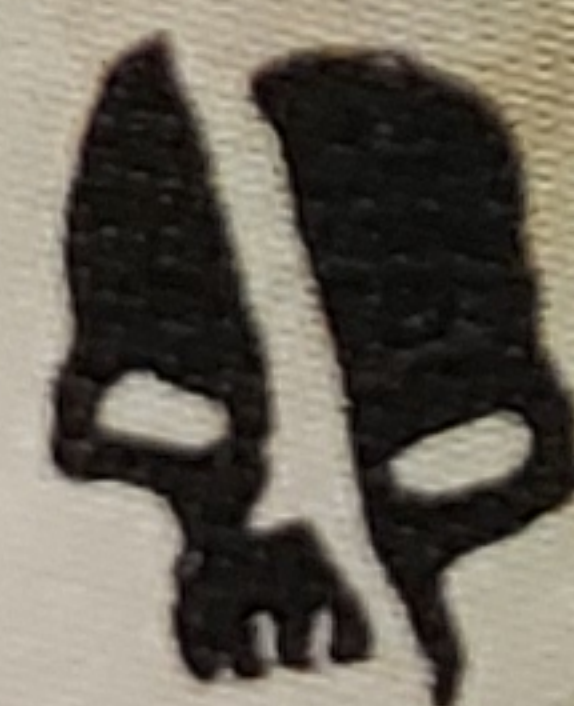
2



3



5



3/6





55



3



3



3



1/3





55



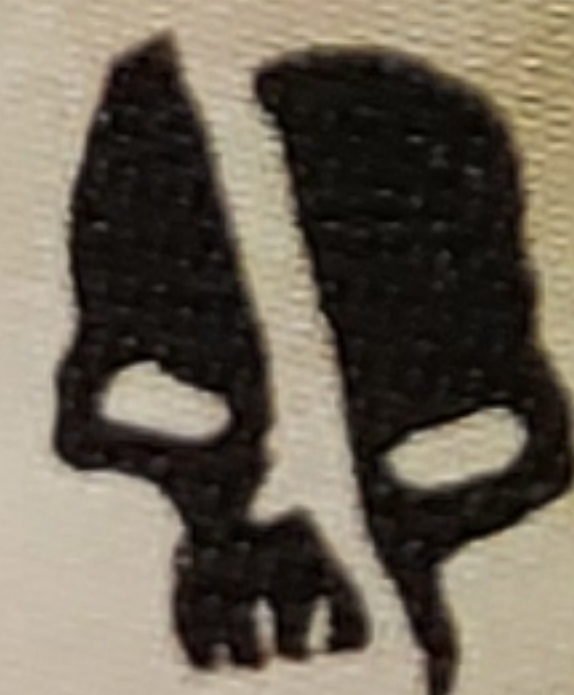
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3



3



1/3

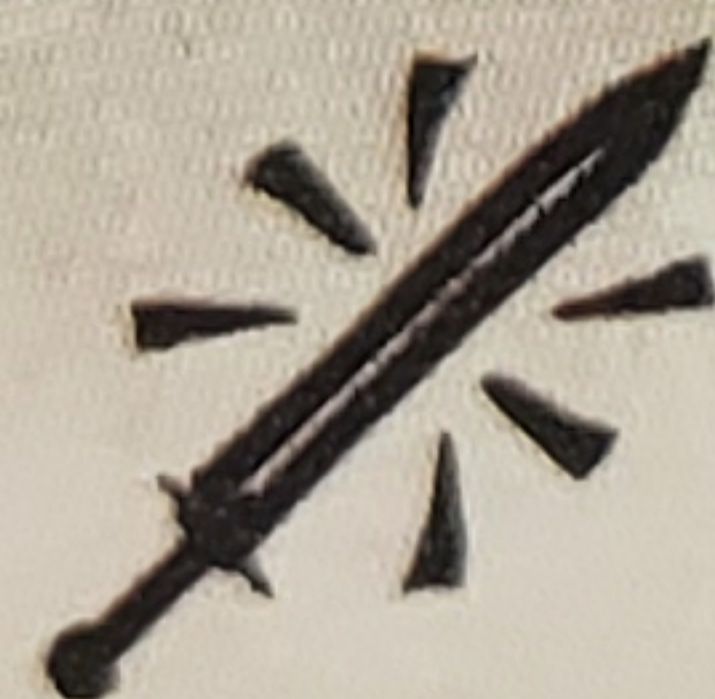




65



1



4

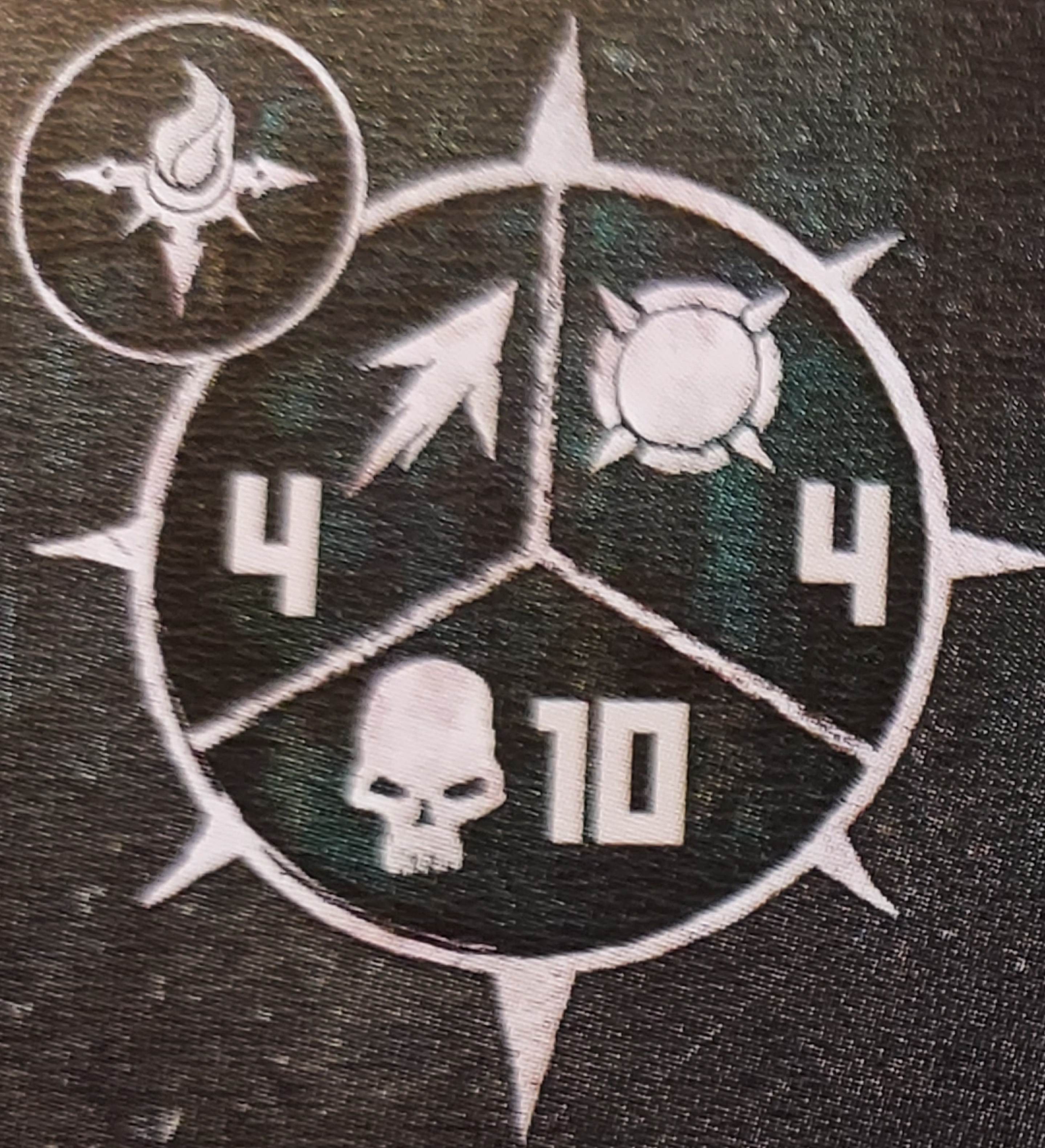


3



1/3





115



1



4



3



2/5

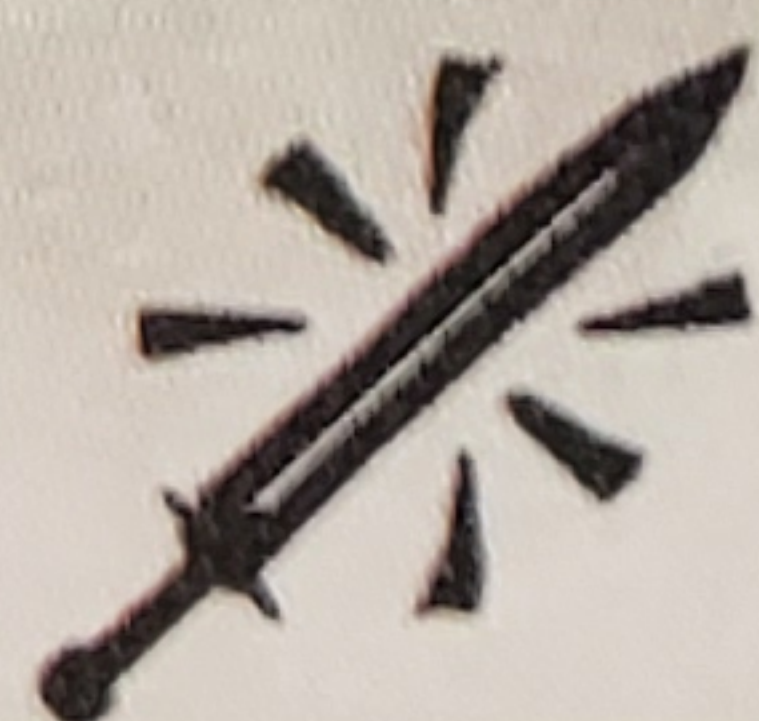




120



1



4



4



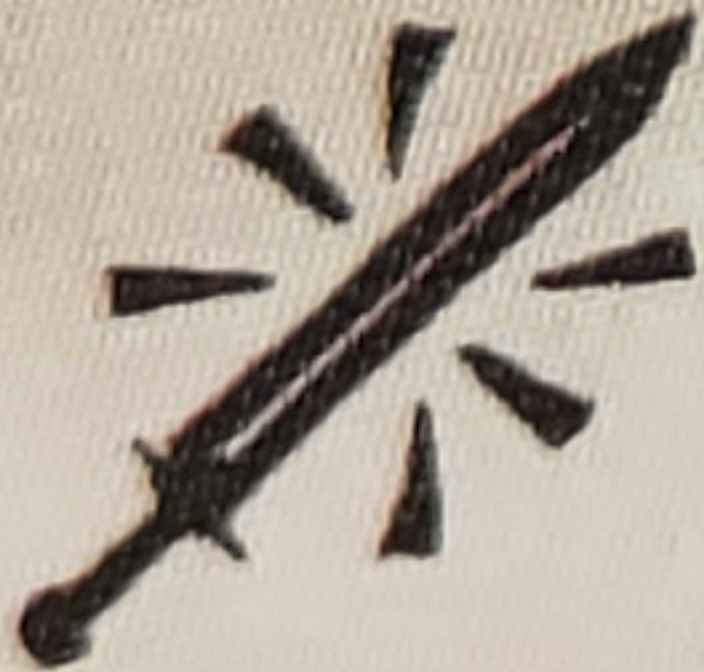
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130



				
	5	2	3	2/4

				
	2	3	4	2/4





115



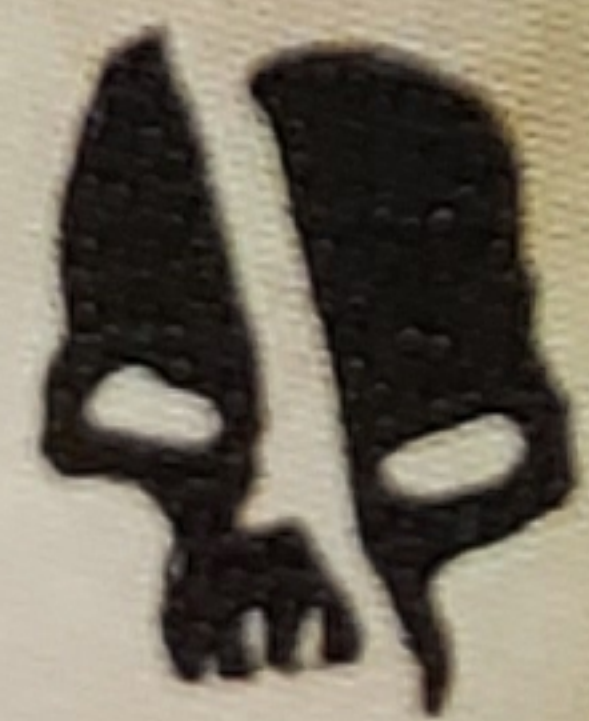
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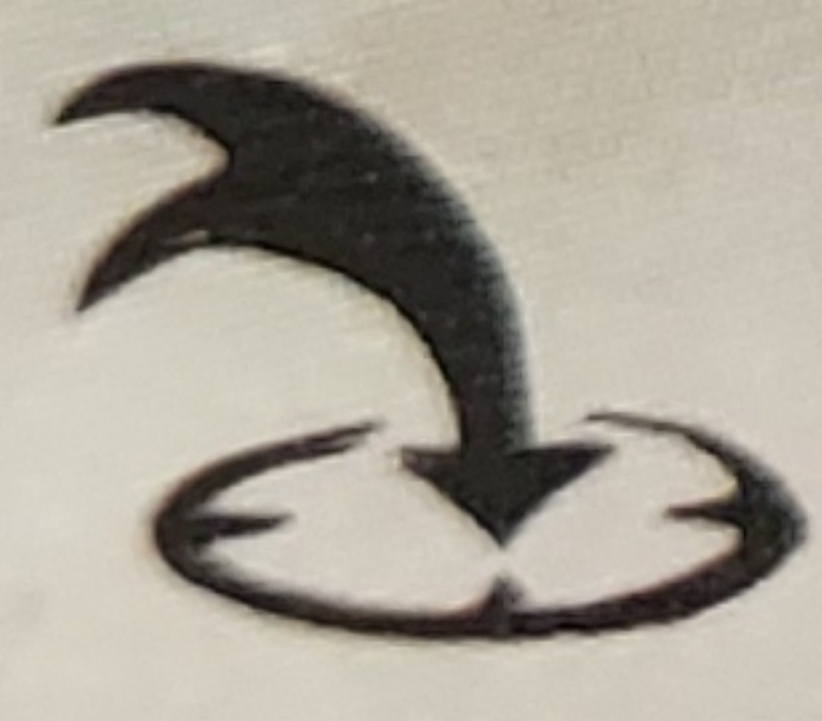
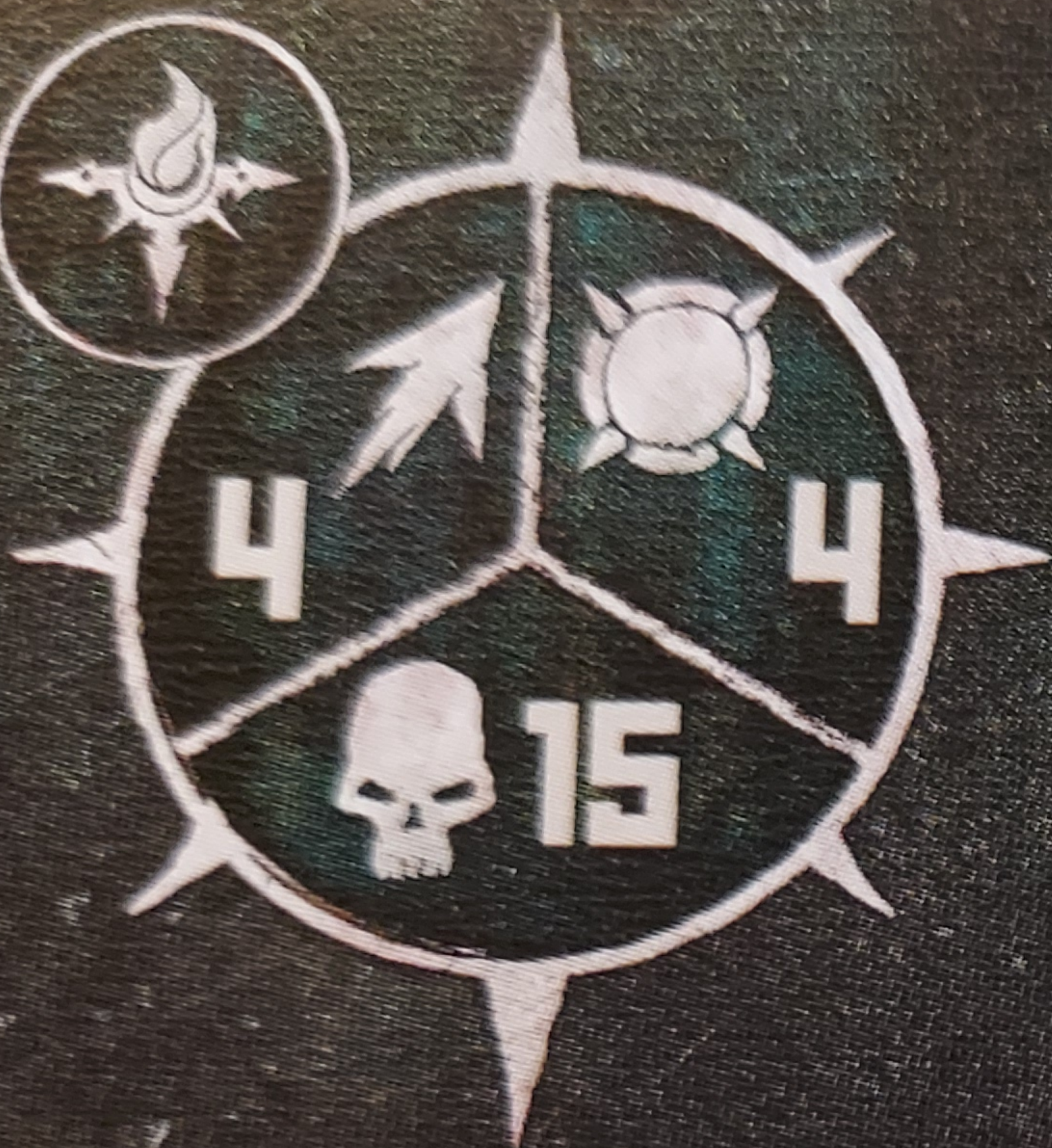


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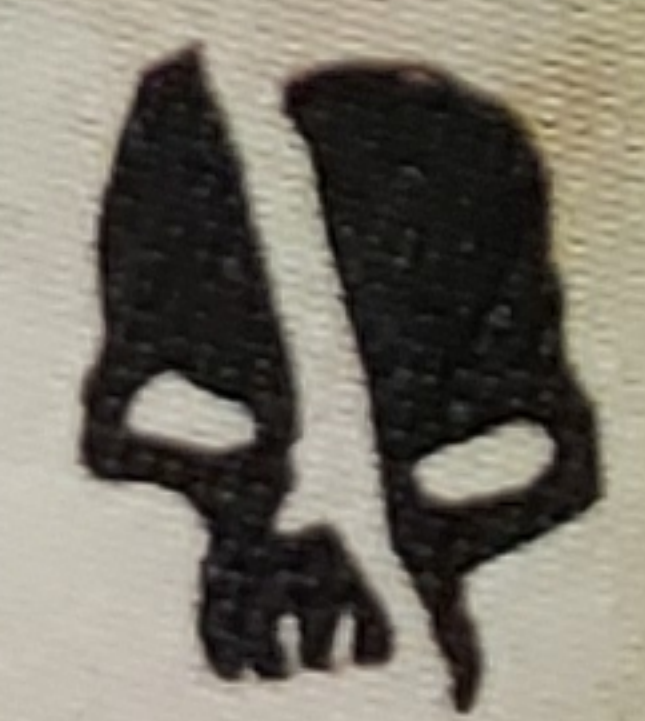
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2/5





ABILITIES

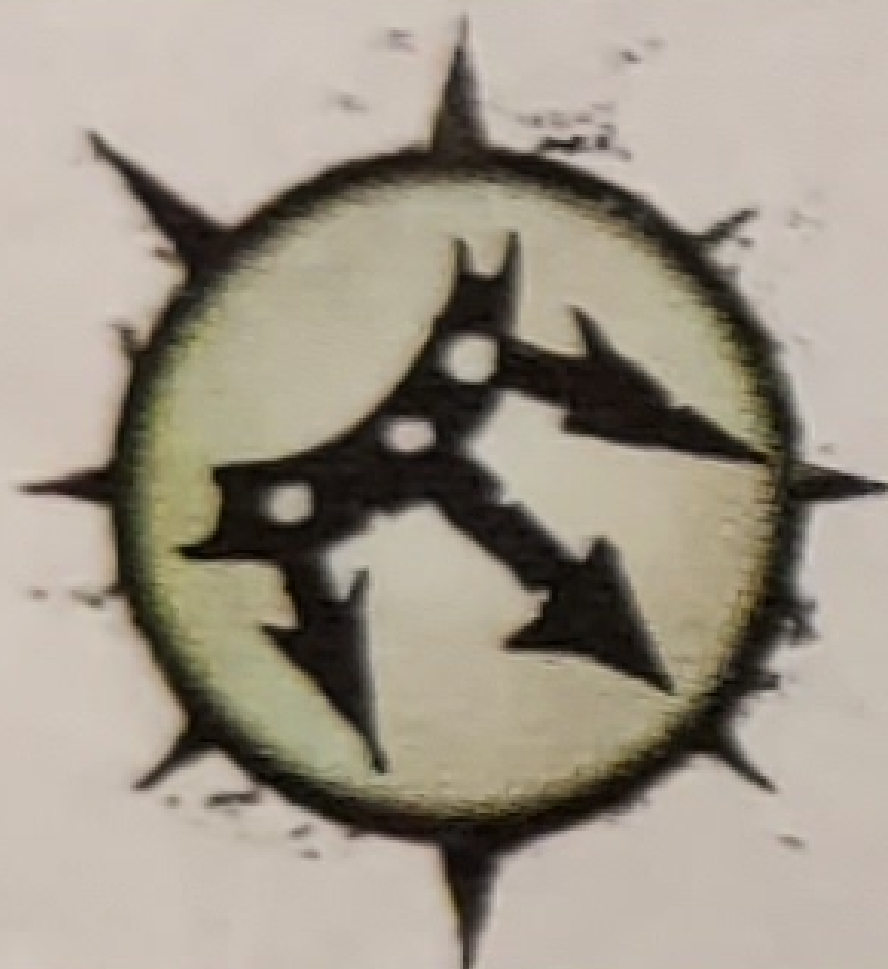
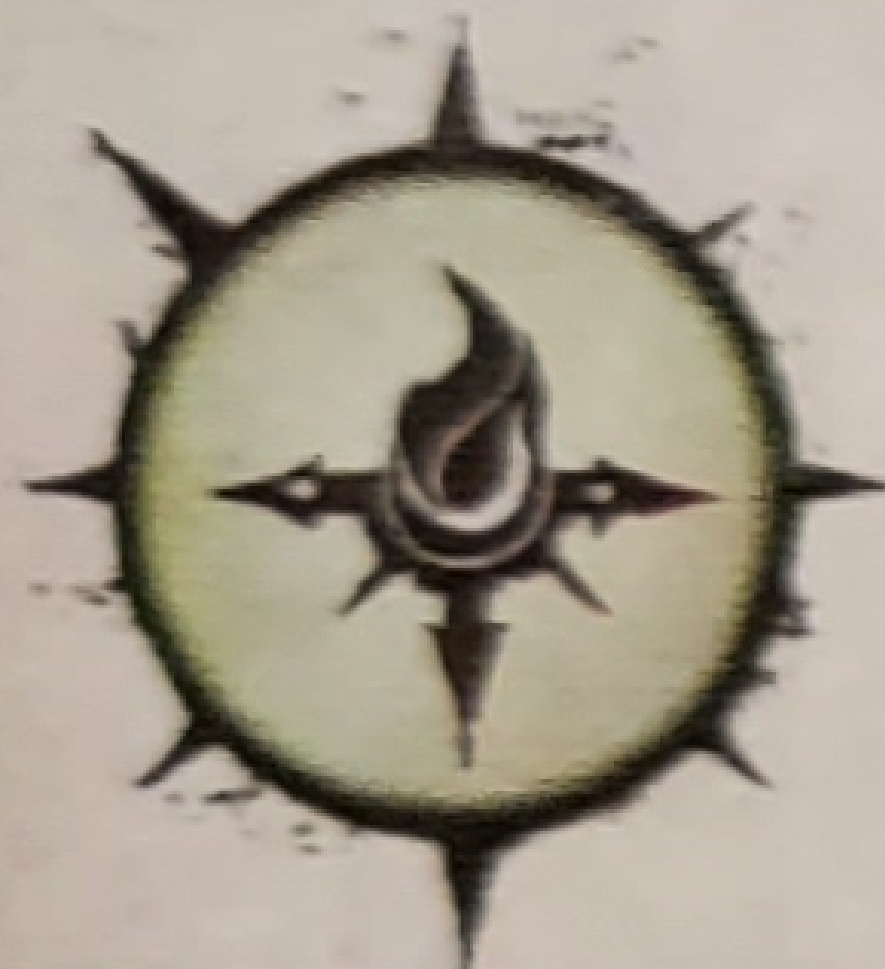
SCIONS OF THE FLAME



[Double] **Fiery Might:** Until the end of this fighter's activation, add half the value of this ability (rounding up) to the Strength characteristic of attack actions made by this fighter that have a Range characteristic of 3 or less.



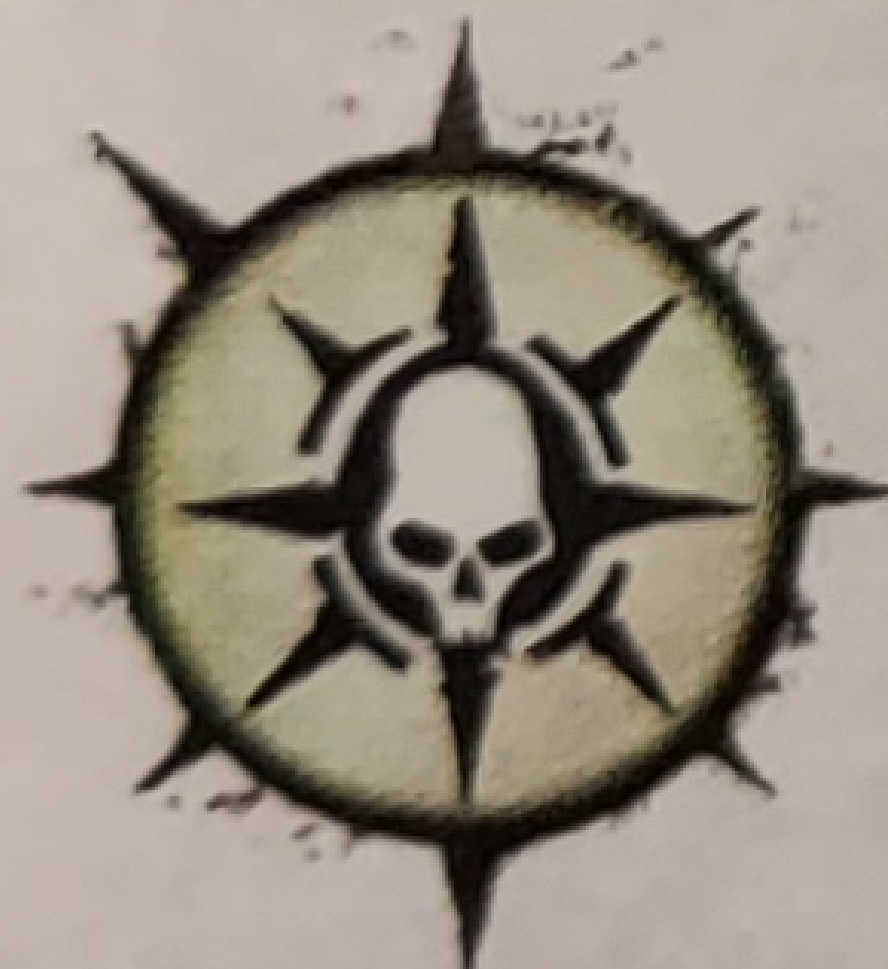
[Double] **Beheading Strike:** Add half the value of this ability (rounding up) to the damage points allocated by critical hits from the next attack action made by this fighter this activation that has a Range characteristic of 3 or less.



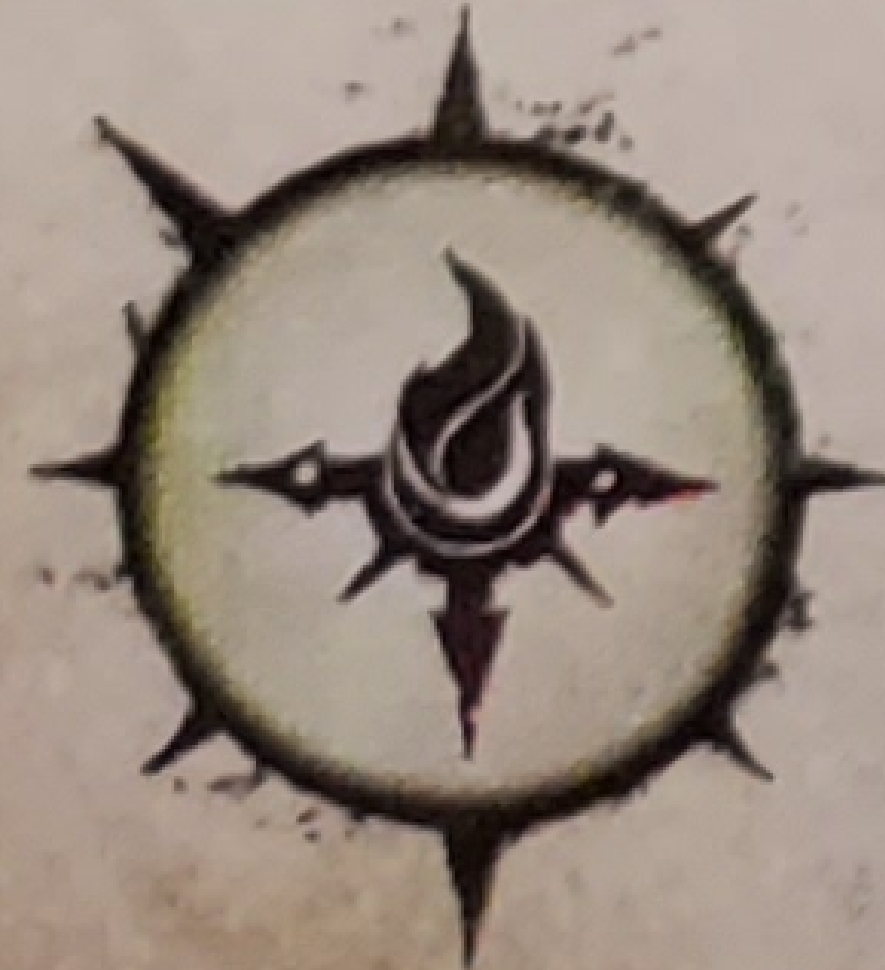
[Double] **Throw Fire Bomb:** Pick a visible enemy fighter within 6" of this fighter and roll 2 dice. For each 4-5, allocate 1 damage point to that fighter. For each 6, allocate a number of damage points to that fighter equal to the value of this ability.



[Triple] **Inferno:** Roll 1 dice for each visible enemy fighter within 3" of this fighter. On a 4-5, allocate 1 damage point to the fighter being rolled for. On a 6, allocate a number of damage points to the fighter being rolled for equal to the value of this ability.



[Triple] **Ignited Fervour:** Until the end of the battle round, add 1 to the Attacks characteristic of attack actions that have a Range characteristic of 3 or less made by friendly fighters while they are within 6" of this fighter.



[Quad] **Engulf in Flames:** Pick a visible enemy fighter within 3" of this fighter and roll 6 dice. For each 2+, allocate a number of damage points to that fighter equal to half the value of this ability (rounding up). In addition, for each 6, roll 1 extra dice as above (and so on).