

## Dratriox, The Blazeborn Monarch

SPD	NCTK	MTK	RTK
4 / 3	8 / 4+	-	9 / 4+
TKT	EVA	ARM	NRO
4 / 6	4 / 5+	1	4 / 6

I:F FL



### Fireball

RNG	RTK	ROF	1+ (1)	3+	5+	7+ (2)
4 / 4	9 / 4+	3	F / 1 / PU	F / IC / 2	F / 3 / PU	F / 4 / KD

NeuroChaotic Actions	TYPE	COST	RNG	ONG	UPA
<b>Cinder Bloom</b>	NCTK	2	4	Y	2
Position an AOE 3 within range. Models hit suffer 2 damage and the Fire Condition. Enemy models entering or ending their activations within the AOE suffer the Fire Condition.					
<b>Inferno's Equilibrium</b>	RTK	IC	S	N	1
Pulse - (8) - This force gains 1 CHS for each enemy model within this Pulse that is suffering the Fire condition. This model may then immediately remove the Fire condition from any number of models within this Pulse. For each Fire condition removed this way, choose one enemy model within this Pulse suffering the Fire Condition. That chosen enemy model suffers 1 point of condition damage for each Fire Condition removed					

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### Character Abilities

While Infused, this model gains Smoldering Blight. (Smoldering Blight - Aura 8 - Enemy models suffering the fire condition within this Aura suffer -1 MTK, RTK, and EVA).

While Infused, this model gains Pyroclastic Shift. (Pyroclastic Shift - Aura 6 - Once per round, during this model's activation, this model may remove the Fire condition from an enemy model within this Aura. If it does, this model may immediately use a non-icon NeuroChaotic action without spending NRO).

BFA	VPV	MOS	BAS
ENC	5	2	1.75

Flameblade Ascendency

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## Draxion, The Burning Effigy

SPD	NCTK	MTK	RTK
4 / 3	5 / 4+	7 / 4+	-
TKT	EVA	ARM	NRO
4 / 6	4 / 4+	1	4 / 6

I:F



### Pyrebrand

RNG	MTK	ROF	1+ (1)	3+	5+	7+ (1)
2	7 / 4+	INF	2 / PU / PL	1 / IC / SZ	3/PU/PU/PL/PL	5 / KD

NeuroChaotic Actions	TYPE	COST	RNG	ONG	UPA
<b>Gravity Well</b> Pulse (4) - Enemy models within this pulse may be pushed 1 towards this model.	NCTK	2	S	N	UNL
<b>PyroKinetic Blast</b> Target enemy model and enemy models within 2 of the target suffer 2 damage and the Fire condition.	NCTK	1	4 / 4	N	2
<b>Scything Flames</b> Enemy models suffering the fire condition within this model's melee range suffer 3 wounds.	MTK	IC	S	N	1

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### Character Abilities

While Infused this model gains Born in Flame. (Born in Flame - This model does not suffer Surrounded penalties from enemy models suffering from the Fire Condition. Additionally, this model gains -1 TN when attacking an enemy model suffering the Fire Condition).

During this model's activation, this model may Absorb (1) to gain Flame Burst. (Flame Burst - Pulse 2 - Enemy models within this Pulse immediately suffer the Fire Condition).

BFA	VPV	MOS	BAS
ENC	5	2	1.75

Flameblade Ascendency

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# Flameblade Assassins

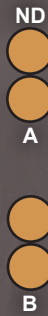
SPD	NCTK	MTK	RTK
4 / 4	6 / 4+	6 / 3+	-
TKT	EVA	ARM	NRO
3 / 6	4 / 3+	1	2 / 3



## Flaming Claws

RNG	MTK	ROF	1+ (1)	3+	5+
1	6 / 3+	INF	2 / SZ / PL	IC / 1 / PL / PL	F / 4

NeuroChaotic Actions	TYPE	COST	RNG	ONG	UPA
<b>Echoing Strike</b>	MTK	IC	-	Y	1
This model and models with the same name gain + 1 damage to action line damage results.					
<b>Headhunter</b>	NCTK	1	4 / 4	SUS	UNL
Target enemy model. Allied models gain + 1 MTK while attacking target enemy model.					



## Character Abilities

While Infused, this model gains Aura of Acuity. (Aura of Acuity - Aura 3 - Other allied models gain +1 MTK while within this aura).

While Infused, this model gains Psychic Link. (Psychic Link - When this model's activation ends, an allied model with the same name may immediately take its activation if it doesn't have an activation token).

BFA	VPV	MOS	BAS
2	3	2	1.5

## Flameblade Ascendency

## Flame Bearer

<b>SPD</b>	<b>NCTK</b>	<b>MTK</b>	<b>RTK</b>
4 / 3	-	6 / 4+	-
<b>TKT</b>	<b>EVA</b>	<b>ARM</b>	<b>NRO</b>
3 / 6	4 / 4+	0	2 / 2

### Flaming Staff

<b>RNG</b>	<b>MTK</b>	<b>ROF</b>	<b>1+</b>	<b>3+</b>	<b>1</b>
1	6 / 4+	INF	F	2	



<b>NeuroChaotic Actions</b>	<b>TYPE</b>	<b>COST</b>	<b>RNG</b>	<b>ONG</b>	<b>UPA</b>
<b>Divine Guidance</b> Target allied models' next successful melee attack gains +4 net hits.	NCTK	1	6	Y	UNL
<b>Swift Stride</b> Target allied model gains +1/+1 SPD during its activation.	NCTK	1	6	Y	1
<b>Wreathed in Ash</b> Aura 8 - When an enemy model hits an allied model within this Aura with a melee attack, after resolving action line results, the enemy model suffers the Fire Condition.	NCTK	1	6	SUS	UNL

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### Character Abilities

<b>BFA</b>	<b>VPV</b>	<b>MOS</b>	<b>BAS</b>
1	1	2	1.5

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## Blazebenders

SPD	NCTK	MTK	RTK
4 / 5	-	6 / 3+	-
TKT	EVA	ARM	NRO
3 / 6	5 / 4+	1	2 / 4

I:F



### Flaming Whips

RNG	MTK	ROF	1+ (1)	3+ (1)	5+	7+
2	6 / 3+	INF	F / PU / PL	1 / IC	1 / SZ / PU / PU	3 / KD

NeuroChaotic Actions	TYPE	COST	RNG	ONG	UPA
<b>Infernos Embrace</b>	MTK	IC	S	SUS	1
Aura 8 - In the final phase, when calculating condition damage, enemy models suffering the Fire condition within this aura, suffer 2 additional damage.					
<b>Whip the Flames</b>	NCTK	2	S	Y	1
Aura 4 - Enemy models within this aura lose and cannot gain Immunity Fire. Additionally, when this model is damaged by an enemy melee attack, after the attack is resolved, the enemy model suffers the Fire Condition.					

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### Character Abilities

While Infused, this model gains Blazebound Fury. (Blazebound Fury - This model gains +1 MTK and +2 DMG to action line damage results when attacking an enemy model suffering the Fire condition).

While Infused, this model gains Cinder Siphon. (Cinder Siphon - Once per turn, during this model's activation, you may choose an enemy model within 6 that is suffering the Fire Condition. If you do, you may remove the Fire Condition from that model and may immediately place it on another enemy model with 6 of the chosen enemy model).

BFA	VPV	MOS	BAS
2	3	2	1.5

Flameblade Ascendency

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# Flameblade Champions

SPD	NCTK	MTK	RTK
4 / 4	-	8 / 4+	7 / 4+
TKT	EVA	ARM	NRO
3 / 6	4 / 4+	1	3 / 4



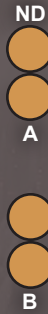
## Thrown Flaming Spear

RNG	RTK	ROF	1+	3+ (1)
3 / 3	7 / 4+	1	Fire	SZ / IC

## Flaming Sword

RNG	MTK	ROF	1+	3+ (2)	5+	7+ (2)
2	8 / 4+	INF	F/2/PL/SZ	3 / PL	PL/PL/PL	5

NeuroChaotic Actions	TYPE	COST	RNG	ONG	UPA
<b>Forced Approach</b>	RTK	IC	-	N	1
Target enemy model may be placed within 3 towards this model.					
<b>Telekinetic Shift</b>	NCTK	2	6	N	UNL
Place target allied model within 2 of its current location. A model may be affected by this action only once per round.					



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## Character Abilities

Once per round, when this model is damaged by an enemy attack, it may Absorb [1] to gain Pain's Retribution. (Pain's Retribution - Pulse 4 - For one round, enemy models within this Pulse suffer -1 MTK and -1 RTK).

While Infused, this model gains Pyroclastic Shift. (Pyroclastic Shift - Aura 6 - Once per turn this model may remove the Fire condition from an enemy model within this Aura. If it does, this model may immediately use a non-icon NeuroChaotic action without spending NRO).

BFA	VPV	MOS	BAS
2	3	2	1.5

Flameblade Ascendency

## Flameblade Defenders

<b>SPD</b>	<b>NCTK</b>	<b>MTK</b>	<b>RTK</b>
4 / 3	-	6 / 4+	-
<b>TKT</b>	<b>EVA</b>	<b>ARM</b>	<b>NRO</b>
3 / 6	3 / 5+	1	2 / 4

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### Flaming Spear

<b>RNG</b>	<b>MTK</b>	<b>ROF</b>	<b>1+ (1)</b>	<b>3+ (2)</b>	<b>6+</b>
2	6 / 4+	INF	KD / 1	1 / PU / PU	3 / Fire

NeuroChaotic Actions	TYPE	COST	RNG	ONG	UPA
<b>Pact of Suffering</b>	NCTK	1	S	SUS	1

When this model would suffer damage, you can choose another model within 6 with the same name to suffer any amount of damage instead, divided as you choose. A model cannot suffer more damage than it has wound boxes as a result of this ability.

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### Character Abilities

While Infused, this model gains Sacrificial Shield. (Sacrificial Shield - Aura 3 - Once per round, when an Allied model is hit by an enemy ranged attack while within this Aura, this model may choose to be hit instead).

During this model's activation, it may Absorb [1]. If it does, it gains Anchored Resolve. (Anchored Resolve - This model gains +1 ARM and cannot be pushed and cannot suffer the knocked down condition).

<b>BFA</b>	<b>VPV</b>	<b>MOS</b>	<b>BAS</b>
2	2	2	1.5

Flameblade Ascendency

# Blazeborn

<b>SPD</b>	<b>NCTK</b>	<b>MTK</b>	<b>RTK</b>
4 / 4	6 / 4+	6 / 4+	-
<b>TKT</b>	<b>EVA</b>	<b>ARM</b>	<b>NRO</b>
3 / 6	5 / 4+	0	2 / 4

I:F



## Flaming Fists

<b>RNG</b>	<b>MTK</b>	<b>ROF</b>	<b>1+ (1)</b>	<b>3+</b>	<b>5+ (2)</b>	<b>7+</b>
1	6 / 4+	INF	1/Fire/PL	SZ/PL/IC	3	4

NeuroChaotic Actions	TYPE	COST	RNG	ONG	UPA
<b>Pyrokinetic Blast</b>	NCTK	1	4 / 4	N	2
Target enemy model and enemy models within 2 of the target suffer 2 damage and the Fire condition.					
<b>Searing Strike</b>	MTK	IC	-	N	UNL
Pulse - 4 - Enemy models within this pulse suffer the Fire Condition and 1 condition damage.					

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## Character Abilities

During this model's activation, it may Absorb [1] to gain Eternal Burning. (Eternal Burning - Pulse 6 - Enemy models within this Pulse cannot have the Fire Condition removed by Mend or Rejuvenation).

While Infused, this model gains Blazing Aura (Blazing Aura - Aura 6 - When an enemy model ends a March or Dash within this Aura, it immediately suffers the Fire Condition).

<b>BFA</b>	<b>VPV</b>	<b>MOS</b>	<b>BAS</b>
2	3	1	1.5

Flameblade Ascendency