



DRUID FAMILIAR



# INFERNO

FIRE ELEMENTAL

MOV	AGI	RES	MEL	MAG	RNG
3	4	0	8	8	-

HEALTH  
12

SUMMON COST  
1AP + 2F

	Cost	Reach	Glance	Solid	Crit
 Flaming Fist	1AP	1	2	3	5
 Fireball	1AP	4	2	3	4

## COMMON INNATE ABILITIES

Immune (*burn*); Lesser Being; Pathfinder; Summoned

**Heat Conductor** - [*Innate*] Inferno's *Flaming Fist* and *Fireball Attacks* reduce the target's RES by 1 for the duration of the attack.

**Forin's Blessing** - [*Innate*] When Inferno is slain, the enemy Hero that dealt the killing blow gains a level. In addition, (1F) is added to the Warband's Fate pool if an enemy model is adjacent when Inferno is slain.

**Elemental Restraint** - [*Innate*] When Inferno is in play at the start of its Summoner's activation, the Summoner loses (1AP) for that activation.

**Incendiary (2♣)** - [*Manoeuvre*] Model damaged by *Flaming Fist* or *Fireball Attack* suffers *burn*.