

FENTON BRAHMS

+ 25 §
Unique

7 SP | 6 DF | 6 WP | 9 AR

Whispering Madness: After a friendly unit within 8" Activates, this Fireteam may perform a Strength 2 Penetration Flip against a Fireteam in that unit to have the unit remove all of one type of Token, then gain an Inspired Token.

Strangely Glowing Staff (6 v Df | 2"): Strength 4.

"Kill Them! Kill Them All!" (7 v 12 | 16"): Target friendly Fireteam that is part of a Squad takes a non- Action targeting an enemy Fireteam. If that Action succeeds, the Action's target gains a Shaken Token.

2 AA
Fireteam (40mm),
Commander, Champion

FENTON BRAHMS

7 SP | 7 DF | 6 WP | 10 AR

Whispering Madness: After a friendly unit within 8" Activates, this Fireteam may perform a Strength 2 Penetration Flip against a Fireteam in that unit to have the unit remove all of one type of Token, then gain an Inspired Token.

Strangely Glowing Staff (7 v Df | 2"): Strength 4.

"Kill Them! Kill Them All!" (10 v 12 | 16"): Target friendly Fireteam that is part of a Squad takes a non- Action targeting an enemy Fireteam. If that Action succeeds, the Action's target gains a Shaken Token.

Cascading Energy: Immediately discard the top four cards of your Fate Deck. For every discarded , increase the AV of the additional Action by +1.

Disintegrating Blast (8 v Df | 18"): Strength 2. After winning this duel, discard the top ten cards of your Fate Deck. For each discarded , increase the Strength of this Action by +1.

Errata: June 2026

3 AA
Fireteam (40mm),
Commander, Champion