

SONNIA CRIID

+18 pts
Unique

5 SP | 5 DF | 7 WP | 8 AR

Pyrokinesis: Fireteams in this unit may choose not to flip for Area. Instead, treat the Penetration flip total of the Action as the card flipped for Area.

♂ **Flameburst** (7 v Df | 12"): Strength 2, Piercing, Area.
- **Q** *Inferno:* This Action's Area effect deals 2 damage instead of 1.

Well-Read: Draw a card and reveal it. If it is a 🃏, gain a Tactics Token and repeat this effect.

2 TA

Fireteam (40mm),
Commander, Champion

SONNIA CRIID

5 SP | 5 DF | 7 WP | 9 AR

Pyrokinesis: Fireteams in this unit may choose not to flip for Area. Instead, treat the Penetration flip total of the Action as the card flipped for Area.

Draw on Ancient Runes: When a Fireteam in this unit is in a duel, it flips two cards instead of one. It chooses one and discards any other(s).

♂ **Flameburst** (7 v Df | 12"): Strength 2, Piercing, Area.
- **Q** *Inferno:* This Action's Area effect deals 2 damage instead of 1.

Well-Read: Draw a card and reveal it. If it is a 🃏, gain a Tactics Token and repeat this effect.

Pillar of Flame (6 v 14 | 12"): Discard a Tactics Token. If you do so, place a 120mm Flamestrike Marker anywhere within range. Enemy Fireteams within (1)2 of the placed Marker suffer a Strength 2 Hit, which may not be Cheated. Then remove the placed Marker.
- **S** *Field of Flames:* When resolving, do not remove the placed Marker and instead treat it as a Hazardous (2) terrain piece.

2 TA

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Commander, Champion