IMMOLATED RHINO

3 §



8 | 5 | 4 | 5

Consumed by Magic: Cards in Penetration flips against this unit count as 5 less (minimum 0) unless they are a .

Immolation Horn (6 v Df | 2"): Strength 4, or Strength 6 on the Rush Order.
Frighten: Target gains a Shaken Token.

Fire Nova (6 v Sp | (1)4"): All enemy Fireteams suffer a Strength 3 Hit, which may not be Cheated.

Fireteam (50mm)

IMMOLATED RHINO

8 | 6 | 4 | 5

Consumed by Magic: Cards in Penetration flips against this unit count as 5 less (minimum 0) unless they are a .

Incarnation of Flames: The opponent may not use Shaken Tokens on this unit. When a Fireteam in this unit suffers damage, it may discard a Shaken Token to reduce the damage by 1.

"Isn't That... Cinnamon?": This Fireteam and enemy Fireteams within 6 cannot take Actions.

Immolation Horn (7 v Df | 2"): Strength 4, or Strength 6 on the Rush Order.
Frighten: Target gains a Shaken Token.

Fire Nova (6 v Sp | (1)4"): All enemy Fireteams suffer a Strength 3 Hit, which may not be Cheated.

Errata: August 2019

Fireteam (50mm)