

Lerofon, master of waves

Size 2
Leader
Alchemist of the Inner Circle (Water)
Legendary Hunter
Source Control

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Alchemist of the Inner Circle (Water)
At the end of an action, when the alchemist harvests components from a scenery element that contains a component token of his affinity, he collects 6 alchemical components. For a component token of another element, he only collects 2 alchemical components. An alchemist can harvest only one component token per round. An alchemist of the Inner Circle has a bonus die for his alchemy rolls.

Leader
A miniature with this skill has an aura with a radius equal to his Mind attribute. Any friendly miniature in this aura may use the Mind attribute of the Leader instead of its own for any roll linked with this attribute. In addition, a Leader always uses white dice for the Initiative roll.

Legendary Hunter
While in the Critical state, this miniature gains the Fearless skill and can replace one of its red dice with a yellow die every time it's allowed to roll.

Source Control
At the beginning of the game, after miniature deployment, you can swap the position of one water alchemical component with the position of any other element alchemical component.

Fearless
A fearless miniature doesn't make a Mind attribute roll related to the Frightening skill. It is considered to be automatically successful.

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Alchemical Harpoon (0)
3 Water / 8" in / auto
This formula targets a friendly miniature (or the alchemist himself) and lasts until the end of the turn. The target obtains the skill Armor piercing (Close Combat and Ranged), and the skill Ranged weapon with the following weapon: Alchemical Harpoon (3/8), and uses the following DAM chart when he makes a shooting attack with the Alchemical Harpoon 1 2 3 3 4 4

Enhancement:
3 for harpoon becomes (4/10).
3 for an extra target in range.

Breaker (2)
2 Water / - / target
Using 4 small pawns, designate a rectangular "Wave" zone 7 inches x 2.5 inches (two profile cards). The wave must partially cover the base of the alchemist and completely cover the base of at least one target. All miniatures, even partially, in the wave and to which the alchemist has line of sight are moved x inches directly away from the alchemist and take 2 DAM. X is equal to the alchemist's focus level. If a model leaves combat, it does not perform a disengagement roll. If the model comes into contact with an obstacle it stops. If this obstacle is an opposing model, it is placed as close as possible without contacting.

Enhancement:
2 for 1 extra inch of movement.
4 for 1 extra DAM.

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