

PYRO  
SAINT-JOHN ALLERDYCE

BROTHERHOOD OF MUTANTS



UNIQUE HERO  
MUTANT  
OUTCAST  
BRASH  
MEDIUM 5



### BROTHERHOOD LACKEY

Once per round, after an ordered activation with an ally in the Brotherhood of Mutants faction, if Pyro has not been activated this turn, you may activate Pyro. If you do, Pyro must skip either his move or attack phase.

### LIVING FLAMES SPECIAL ATTACK

Range 5. Attack 4. Heat.

After combat, you may choose a figure within 2 spaces of the defender and attack the chosen figure. You may continue attacking this way, to a max of 4 attacks per special attack action.

### ENGULF 10

Before a move action with Pyro, roll a d20 against each adjacent enemy. On a 10+, that figure takes 1 Heat wound.

