



**KAERIS**  
◀ *Master, Living*  
**M&SU**

CACHE

**4**

DF	WP	WD	WK	CG	HT
<b>6</b>	<b>6</b>	<b>12</b>	<b>6</b>	<b>6</b>	<b>2</b>
●	●	●	●	●	●
●	●	●	●	●	●

## FINAL, OFFICIAL

**Flight:** This model is immune to falling damage and may ignore any terrain or models while moving.

**Armor +1:** Reduce all damage suffered by this model by +1, to a minimum of 1.

**Df/Wp (🔥) Smoldering Heart:** After this model succeeds, the attacking model gains the **Burning +1** Condition.

## ATTACK ACTIONS

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**(1) Flaming Halo** (Ca 7 / Rst: Df / Rg: ⚡12 or ⚡2): Target gains the **Burning +1** Condition. This Attack ignores cover.

☞☞ **Turn it Up:** After succeeding, take this Action again. This Trigger may only be declared once per Turn.

☞ **Stoke the Flames:** After succeeding, the target gains an additional **Burning +1** Condition for each ☞ in the final duel total.

☞ **Engulf:** After applying **Burning**, the target suffers damage equal to its **Burning** Condition value and then removes the **Burning** Condition.

**(1) Immolate** (Ca 7 / Rst: Wp / Rg: ⚡10 or ⚡2): Target suffers 2/3/5 damage. This Action's Attack and damage flip gain a ♣ if the target has the **Burning** Condition.

## TACTICAL ACTIONS

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**(1) Accelerant** (Ca 7 / TN: 14 / Rg: (X)10): All models in range and LoS with the **Burning** Condition suffer 2 damage. Models damaged in this way may gain the **Paralyzed** Condition to reduce the damage they suffer to 0. This Action may only be taken once per Turn.

**(0) Truth In Flame:** Models in (X)3 remove the **Burning** Condition. Draw a card for each model which had the **Burning** Condition removed in this way, to a maximum of 3 cards.

**(0) Flare:** Models in (X)3 must pass a TN 15 Df duel or gain **Burning +1**. **30mm**