



KAERIS

Master, Living
M&SU

CACHE

4

08/28/13

DF	WP	WD	WK	CG	HT
5	6	12	5	6	2

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 succeeding, the attacking model gains the **Burning +1** Condition.

ATTACK ACTIONS

(1) **Ignite** (Ca 7[⚡] / Rst: **Df** / Rg ⚡12 or ⚡ 2) Target gains the **Burning +1** Condition.

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

⚡ *Stoke the Flames:* Target gains an additional **Burning +1** Condition for each ⚡ in the final duel total.

(1) **Immolate** (Ca 7^{⚡⚡⚡} / Rst: **Wp** / Rg ⚡14) Target model suffers 1/3/7 damage. If the target is killed, place a 50mm Pyre Marker in base contact with it before removing it. This marker is **Ht** 5, Blocking, Impassable terrain. At the end of every Turn, every model in base contact with an Pyre Marker suffers 2 damage, then remove all Inferno Markers.

TACTICAL ACTIONS

(1) **Accelerant** (Ca 7^{⚡⚡⚡} / TN: 14^{⚡⚡⚡} / Rg: (X)10) All models in range with the **Burning** Condition must suffer 2 damage or gain the **Paralyzed** Condition.

(0) **Read the Flames:** Remove the **Burning** Condition from all models in (X)3. Draw a card for each model which had the **Burning** Condition removed in this way.

(0) **Overheat:** Target friendly Construct gains the following Condition for the rest of the game: "**Melt Down:** At the end of the Turn, all models in (X)3 gain the **Burning +2** Condition, then sacrifice this model."