



# LIMIT TEST

**Kaeris, Iron-Threaded**



Friendly non-peon Wildfire models gain the following actions:

<b>Tactical Actions</b>	<b>Rg</b>	<b>Skl</b>	<b>Rst</b>	<b>TN</b>	<b>Dmg</b>
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<b>↯ Frantic Triage</b>	6"	0	-	5	-
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*Friendly only.* Remove a token from the target to summon a Steam Arachnid within 1" of the target.

<b>↯ Burst the Core</b>	6"	0	-	5	-
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*Friendly Steam Arachnid only.* Enemy models within (X)3" of the target gain a **Burning** token and are dealt 1 damage. Then, kill the target.

Friendly Wildfire constructs gain the following ability:

**Redline:** When this model activates, it may drain a ♦ and gain a **Burning** token to declare the **Walk** action.



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## Tokens

**Aura (Fire):** The area within 2" of this model is hazardous (**Burning**) terrain. Friendly models may choose to be unaffected by this terrain. During the end phase, remove this token.

**Burning:** During the end phase deal 1 damage to this model and enemy models in base contact with it. Then remove this token.

**Hastened:** This model receives +2 **Sp**. When this model ends its activation, remove this token. Canceled by **Staggered**.

**Slow:** Reduce this model's action limit by 1 (to a minimum of 1). When this model ends its activation, remove this token. Canceled by **Fast**.

**Summon:** This model may not declare the **Interact** action. This model does not infuse a ♦ for its crew when it is killed. This token cannot be removed.