



KAZAMIR

COST

4

DF

5

SP

4

WP

2

SZ

Totem, Unique ♦ Witch Hunter

Drawn to Pain: After this model suffers damage, move it up to 3" toward the model that damaged it.

1

2

3

4

5

6

7

8

9

10

11

12

KAZAMIR

Attack Actions

	Rg	Skl	Rst	TN	Dmg
--	----	-----	-----	----	-----

Pound ¶1" 5 **Df** - 2

☞ **Critical Strike:** When resolving, this action deals +1 damage to the target.

☛ **You're Comin' With Me:** Move the target up to 3" in any direction, then place this model into base contact with it.

📖 **Cleansing Flame:** Make an Inferno marker in base contact with the target and remove up to one token from the target.

Firestrike †8" 5 **Wp** - 2

If this action receives a raise, make an Inferno marker in base contact with the target.

☛ **Drain Magic:** Target discards a card. This model may draw a card and then discard a card.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
--	----	-----	-----	----	-----

⚔ **Steel From Flesh** 6" 0☛ - 6 -

Attach a Flaming Blade upgrade to target ally.

☛ **Knock Aside:** Move the target up to 3".

♦ **Tap the Leyline** - - - - -

Once per turn. Draw two cards and then discard one card.