



7
COST

MERRIS LaCROIX

5
DF

7
SP

4
WP

1
SZ



Unique, Living • Kin

Demise (Flashover): After this model is killed, models within (X)1" gain a **Burning** token.

Flight: This model ignores terrain and other models while moving.

Sputtering Exhaust: The area within 2" of this model is concealing terrain. Friendly models may choose to be unaffected by this terrain.

MERRIS LaCROIX

Attack Actions

Rg Skl Rst TN Dmg

"Up We Go!"

// 2" 2 Sz - 2

Place the target anywhere within 3" of its current location.

☞ **Smolder:** If the target has a **Burning** token, it resolves the **Burning** token. Then, it gains a **Burning** token.

🦋 **Reposition:** Move this model up to 3".

📖 **Draw Out Secrets:** Make a Scheme marker in base contact with the target.

Tactical Actions

Rg Skl Rst TN Dmg

Flaming Bottle

8" 0 - 8 -

Once per activation. Target a Scheme marker. Enemy models within (X)2" of the target must pass a TN 12 **Sp** duel or gain a **Burning** token. Then, remove the target.

💎 **Hop, Friends!:** Each ally within (X)2" of the target may gain either an **Adaptable** token or an **Impact** token.

🔪 Blasting Off!

- 0 - 6 -

Move this model up to 5".

🦋 **Hop On:** Choose an ally within 2". Place the chosen model in base contact with this model.