



# MERRIS LaCROIX

7  
COST

5  
DF

7  
SP

4  
WP

1  
SZ

*Unique, Living • Kin*



**Demise (Flashover):** After this model is killed, models within (1) 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
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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	-
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Once per activation. Target a Scheme marker. Enemy models within (/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 (/2" of the target may gain either an **Adaptable** token or an **Impact** token.

Blasting Off!	-	0	-	6	-
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Move this model up to 5".

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