



# 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.



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**Attack Actions**      Rg Skl Rst TN Dmg

<b>Pound</b>	1"	5	Df	-	2
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¶ **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.

<b>Firestrike</b>	8"	5	Wp	-	2
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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

<b>Steel From Flesh</b>	6"	0	W	-	6	-
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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.