



Prioress Caelina of the Abbey of Matines



Size 2
Tough/1
Leader
Master Strike (Robust)
Alchemist of the Outer Circle (Earth)
Icon



Prioress Caelina of the Abbey of Matines 47pt



Icon
Once per turn, an allied miniature within 2 inches of Caelina can "guard" her as though it had the Guard skill.

Tough/1
A Tough miniature has a particular build or some other protection that allows it to withstand even the most powerful blows. When this miniature is subjected to damage, the amount of damage is reduced by 1 to a minimum of 1 point. This skill has no effect on damage inflicted without a dice roll.

Leader
A miniature with this skill has an aura whose radius is equal to its Mind attribute in inches. Any friendly miniature in this area may use the Mind attribute of the Leader instead of its own for any roll associated with this attribute. Additionally a Leader does not suffer the ill effects of any injuries when making an Initiative roll. A Leader always uses white dice for the Initiative roll.

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The Stone Oremus (0)
2 Earth / 3 p / auto
The Formula targets the Prioress Caelina herself, but the range indicates an area of effect. Along with all allied models within range, she gains the skills Tough/1 (or Tough/+1 if it already had that skill) and Master Strike (Robust). The Formula ends and the end of the turn where Caelina is wounded.
Enhancements:
1 to increase the range by 1 inch
3 to increase the tough level by 1

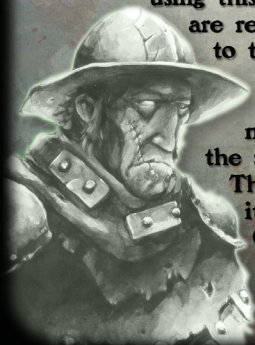
Lethal Blessing (3)
3 Earth / 6 p / auto
The Formula targets an allied miniature within range. The Formula takes effect when an Attack CC is played against the target. The target's opponent suffers an amount of DAM equal to the Tough skill of the target.
Enhancements:
1 for 1 extra target
2 for the effect to last until the end of the turn where a combat card is played against the miniature



Robust Normal Attack CC

Bonus: 1D Bonus vs Brutal Attack

Special:
the DAM dealt by the miniature using this Combat Card are read two columns to the left.



In return, the attacking miniature gets the skill Tough/1 or Tough/+1 against its opponent's next Com roll.

