

WARLINE



Kingdom Of
FLAYM



RULES VERSION 1.0


KINGDOM COMPLEXITY LEVEL ●○○○

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Pounce

Applies only to Flaym battalions of arms [6]

Maneuver action cost 

Mounted upon liyoniks beasts, your battalion leaps forward into the first opposing battalion it encounters.

- Spend the appropriate majik from reserve and target the first top-most opponent battalion in line of facing. The target battalion is automatically engaged (resolve engagement according to Battle Canvas book section 11.4 heading “Engage an Opposing Battalion”).
- After resolving engagement, deal [1] **fire** damage to the top-most battalion occupying each zone adjacent to your battalion.
- Ramparts impede this action: If there is a rampart situated between your battalion and the target battalion, your battalion cannot pounce.

Incinerate

Applies only to Flaym battalions of arms [4], [5], [6]

Maneuver action cost



Your battalion burns nearby forests to the ground, severely damaging battalions within.

- Spend the appropriate majik from reserve and target either the forest zone your battalion occupies or a forest zone adjacent to your battalion. Remove the targeted forest terrain tile and also each forest terrain tile adjacent to the target. Deal [3] **fire** damage to the top-most battalion occupying each of the removed forest terrain.
- If there are battalions occupying any of the removed terrain, place the battalions back down onto the zone after the terrain is removed. Do not change the stack position of any of these battalions and only change the status of those damaged.

Scald

Applies only to Flaym battalions of arms [4], [5], [6]

Maneuver action cost




Your battalion boils nearby marshlands to a scalding steam, severely damaging battalions within.

- Spend the appropriate majik from reserve and target either the marshland zone your battalion occupies or a marshland zone adjacent to your battalion. Remove the targeted marshland terrain tile and also each marshland terrain tile adjacent to the target. Deal [4] **fire** damage to the top-most battalion occupying each of the removed marshland terrain.
- If there are battalions occupying any of the removed terrain, place the battalions back down onto the zone after the terrain is removed. Do not change the stack position of any of these battalions and only change the status of those damaged.

Melt

Applies only to Flaym battalions of arms [4], [5], [6]

Maneuver action cost 


Your battalion melts nearby ice, liquefying the terrain into waterbodies.

- Spend the appropriate majik from reserve and target either the ice zone your battalion occupies or an ice zone adjacent to your battalion. Replace the targeted ice terrain tile and also each ice terrain tile adjacent to the target with waterbody terrain tiles.
- If there are battalions occupying any of the replaced terrain, place the battalions back down onto the zone after the terrain is replaced. Do not change the stack position or status of any of these battalions.

The card is titled "Burn" in a white serif font. It has a dark red, torn-edge banner background. The card is framed by a dark, jagged border that looks like a torn piece of parchment or a battlefield map. The background of the entire page is a dark, fiery battlefield scene with soldiers in armor and a dragon-like creature in the sky.

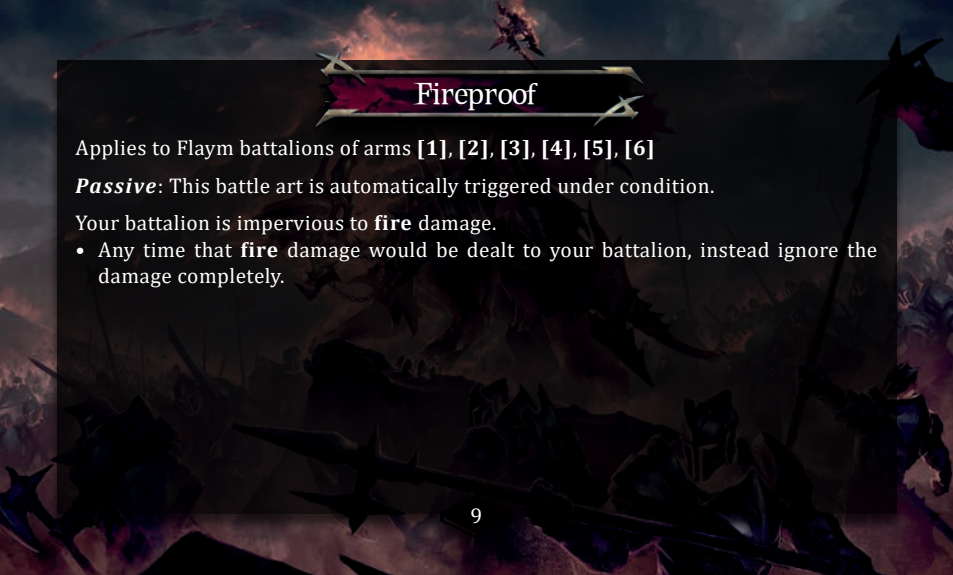
Burn

Applies to Flaym battalions of arms [1], [2], [3], [4], [5], [6]

Maneuver action cost 

Your battalion emits a burst of surrounding fire, damaging nearby battalions.

- Spend the appropriate majik from reserve and deal **[2] fire** damage to the top-most battalion occupying each zone adjacent to your battalion.



Fireproof

Applies to Flaym battalions of arms [1], [2], [3], [4], [5], [6]

Passive: This battle art is automatically triggered under condition.

Your battalion is impervious to **fire** damage.

- Any time that **fire** damage would be dealt to your battalion, instead ignore the damage completely.







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