



POLTERGEIST

-
COST

5

DF

6

SP

6

WP

3

SZ



Totem, Unique ♦ Woe

Dark Whispers: *Once per activation.* After an enemy model within 3" makes a Scheme marker, deal 2 damage to it.

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

✦ Incorporeal: Reduce damage dealt to this model by 1. Damage from ✦ actions may not be reduced this way.



POLTERGEIST

Attack Actions

Rg Skl Rst TN Dmg

Agonizing Claws

// 2" 5 Df - 1

This attack deals +2 damage if the target has a **Paranoia** token.

☛ **Touch of Madness:** Target discards a random card.

Drawn to Insanity

✦ 8" 6 Wp - -

*This action does not require LoS. The target must have a **Paranoia** token. Place this model into base contact with the target.*

☞ **Sudden Strike:** This model may declare a // action.

Tactical Actions

Rg Skl Rst TN Dmg

Telekinesis

(X) 3" 0 - 6 -

*Once per turn. Remove all enemy markers within range. Then, enemy models within range must pass a TN 13 **Sp** duel or be dealt 1 damage for each marker removed (maximum 3).*

Tap the Leyline

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Once per turn. Draw two cards and then discard one card.