



# DELIRIUM

9  
COST

5  
DF

6  
SP

5  
WP

3  
SZ



Unique ♦ Nightmare, Woe

**Don't Turn Your Back:** Enemy models that activate engaged with this model may not declare the **Interact** action until the end of their activation.

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

**Rush:** While resolving the **Charge** action, increase the distance this model moves by up to +2".

# DELIRIUM

## Attack Actions

Rg Skl Rst TN Dmg

### Mirrored Malice

//1" 6 Df - X

Choose one of the target's actions. X is equal to the Dmg of the chosen action.

🕸 **Spiderwebbed Fractures:** Enemy models within (X)2" of the target are dealt 1 damage.

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

### Psychotic Influence

✚8" 6 Wp - -

This attack receives an additional raise if the target has a **Paranoia** token. Choose and apply one of the following effects, plus an additional effect for each raise, in an order of your choosing:

**Acrophobia:** Place the target within 2" of its current location. If this caused it to increase its elevation, it is dealt 2 damage.

**Agoraphobia:** Move the target up to 4" toward its deployment zone.

**Monophobia:** Move an enemy model in LoS of the target up to 4" toward the target.

## Tactical Actions

Rg Skl Rst TN Dmg

### House of Mirrors

8" 0 - 8 -

Once per turn. Enemy only. Summon a Delirious Thrall in base contact with the target.

♦ **Fractured Souls:** Declare this action again, ignoring "once per" restrictions.