

 10
COST

PROPAGANDIST

5
DF6
SP6
WP3
SZ*Unique, Construct, Living, Versatile*

Demise (New Convert): Once per game. After this model is killed, if it does not have a **Summon** token, it may attach the Indoctrinated upgrade to another friendly non-peon model within 10".

Fury Factory: After a friendly model within 6" declares a  action, that model may suffer 1 irreducible damage to receive a  to that action's duel.

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PROPAGANDIST

Attack Actions

Rg	Skl	Rst	TN	Dmg
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Vox-Amplifiers

† 8"	6	Wp	-	3
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If this attack receives a raise, attach the Brainwashed upgrade to the target.

¶ **Dumbfounded:** Target gains a **Craven** token.

█ **Draw Out Secrets:** Make a Scheme marker in base contact with the target.

❖ **Misdirected Rage:** Target declares an attack action, chosen and controlled by this model. The generated action ignores engagement.

Stoke Fears

† 8"	7	Wp	11	-
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This action may target friendly models. Move the target up to 3" and it gains a **Craven** token. If this action did not receive a raise, this model may not declare this action again this activation.

Tactical Actions

Rg	Skl	Rst	TN	Dmg
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Revitalize

10"	0	-	4	-
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Friendly only. Remove a token from the target. If this action receives a raise, remove any number of tokens from the target.

♦ **Fake News:** Once per turn. Discard up to three cards. For each discarded card, draw a card.

❖ **Cut Them Down:** The target may declare a █ action.

❖ **On Your Heels:** Place this model into base contact with the target.