



# CHARM WARDER

7  
COST

5  
DF

6  
SP

6  
WP

2  
SZ



STN: 10

Minion (2), Living ♦ Qi and Gong

☞ **Aegis:** *Once per activation.* This model may reduce damage dealt to it by 1.

**Ephemeral (3):** After this model is summoned, it is dealt 3 damage which may not be reduced.

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


**Purification Rite:** Enemy models within 5" of this model ignore their **Demise** abilities.



# CHARM WARDER

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Chi Blade</b>	⌘1"	6	Wp	-	2

*This action ignores  abilities.*

✖ **Exorcism:** Target must have a **Summon** token.  
Kill the target.

<b>Jinx</b>	✦10"	6	Wp	-	1
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Target gains an **Entranced** token.

◆ **Astral Slash:** This model may declare a ⌘ action targeting the same model, ignoring LoS and range.

🦋 **Inspiration:** This model gains a **Focused** token.

✖ **Shady Deals:** If the target is within 2" of a Strategy marker, the target must discard a random card.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
<b>Chaos Theory</b>	(X)3"	0	-	6	-

*Choose a suit.* One at a time, each enemy model within range discards the top two cards of its fate deck. For each discarded card that matches the named suit, the enemy model is dealt 2 damage.