



# POLTERGEIST

- COST

5  
DF6  
SP6  
WP3  
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

|                        |    |   |    |   |   |
|------------------------|----|---|----|---|---|
| <b>Agonizing Claws</b> | 4" | 5 | Df | - | 1 |
|------------------------|----|---|----|---|---|

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

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

|                          |    |   |    |   |   |
|--------------------------|----|---|----|---|---|
| <b>Drawn to Insanity</b> | 4" | 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 4" action.

## Tactical Actions      Rg Skl Rst TN Dmg

|                    |       |   |   |   |   |
|--------------------|-------|---|---|---|---|
| <b>Telekinesis</b> | (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).*

|                        |   |   |   |   |   |
|------------------------|---|---|---|---|---|
| <b>Tap the Leyline</b> | - | - | - | - | - |
|------------------------|---|---|---|---|---|

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