



10
COST

PROPAGANDIST

5

DF

6

SP

6

WP

3

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

Vox-Amplifiers

✚ 8" 6 Wp - 3

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 -

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

✚ Revitalize

10" 0 - 4 -

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.