



DELIRIUM

9
COST5
DF6
SP5
WP3
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".



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DELIRIUM

Attack Actions	Rg	Skl	Rst	TN	Dmg
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Mirrored Malice	≤ 1"	6	Df	-	X
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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	-	-
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*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
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House of Mirrors	8"	0	-	8	-
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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.