



# EXORCIST

5  
COST

5  
DF

7  
SP

5  
WP

2  
SZ

Minion (2), Living ♦ Marshal

**Expert Climber:** *Once per activation.* This model may ignore vertical distance while resolving the **Walk** or **Charge** action.


**Run and Gun:** This model's **Charge** action may generate ☙ actions instead of ☯ actions.

**Ruthless:** This model ignores the ♠ abilities of other models.


# EXORCIST


## Attack Actions


**Rg** **Skl** **Rst** **TN** **Dmg**

**Sanctified Crossbow**  10" 5 **Df** - 2


*This action receives +1 to its **Skl** if the target is at a lower elevation.*


 **Critical Strike:** When resolving, this action deals +1 damage to the target.

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

**False Accusation**  6" 5 **Wp** - -


Target gains a **Craven** token.

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

 **Bound:** The target gains an **Aura (Binding)** token.

## Tactical Actions

**Rg** **Skl** **Rst** **TN** **Dmg**

 **Sanctify** 6" 0 - 6 -

*Target a Remains marker. Make a Scheme marker in base contact with the target, then remove the target.*