



3

COST

DELIRIOUS THRALL

4
DF6
SP4
WP2
SZ

STN: 5

Minion (3) ▷ Nightmare, Woe



Demise (Shattered Glass): When this model is killed, deal 1 damage to enemy models within (X)2".

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.

DELIRIOUS THRALL

| Attack Actions | Rg | Skl | Rst | TN | Dmg |
|----------------|----|-----|-----|----|-----|
|----------------|----|-----|-----|----|-----|

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|-----------------------|------|---|----|---|---|
| Mirrored Image | ≤ 1" | 4 | Df | - | 1 |
|-----------------------|------|---|----|---|---|

This model and the target may not cheat fate during this action.

¶ **Spiderwebbed Fractures:** Enemy models within (X) 2" of the target are dealt 1 damage.

₩ **Frantic Attack:** This model deals 1 irreducible damage to itself. Declare this action again.

■ **Grab On:** Target gains a **Slow** token. End this model's activation.

₩ **Convulsions:** Move the target up to 3". Then the target must either discard a card or this model may move it up to 3".

| Tactical Actions | Rg | Skl | Rst | TN | Dmg |
|------------------|----|-----|-----|----|-----|
|------------------|----|-----|-----|----|-----|

| | | | | | |
|-------------------------|----|---|---|---|---|
| Final Reflection | 1" | - | - | - | - |
|-------------------------|----|---|---|---|---|

Enemy only. Kill this model. Make a Scheme marker in base contact with the target.