



# STRYX

- COST

5  
DF

7  
SP

5  
WP

2  
SZ



*Totem, Unique, Beast • Savage*

**Cursed Omen:** When this model is dealt damage, it may remove a **Numb** token from an enemy model within 6" to reduce that damage by 1.

**Flight:** This model ignores terrain and other models while moving.

**Frenzied Charge:** This model may **Charge** while engaged and ignore the once per activation restriction on **Charge**.

# STRYX

## Attack Actions

Rg	Skl	Rst	TN	Dmg
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### Clawed Wings

6"	6	Sp	-	2
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Move this model up to 5".

¶ **Frosted Veins:** Models damaged by this action gain a **Numb** token.

♦ **Raking Pass:** When resolving, deal 1 damage to enemy models this model moved through.

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

❖ **Revealed in Agony:** Make a Scheme marker in base contact with the target.

## Tactical Actions

Rg	Skl	Rst	TN	Dmg
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### Dark Messenger

8"	0	-	5	-
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Make a Remains marker within range. Enemy models within (1)2" of the made marker must pass a TN 13 **Wp** duel or gain a **Numb** token.

¶ **Secret Beneath the Rib:** Place the top card of this model's discard pile on top of its fate deck.

■ **Magician's Secret:** Make a Scheme marker in base contact with the made marker.

### Tap the Leyline

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