



7  
COST

# WITCHLING HANDLER

5

DF

6

SP

5

WP

2

SZ



STN: 10

Minion (2), Living ♦ Witch Hunter

**Counterspell:** Enemy models within 6" must each discard a card to declare triggers during opposed duels.

**Drawn to Power:** After resolving an attack against this model, it may drain a ♦. If it does, place it into base contact with a Strategy marker within 6".

**Goad Witchling:** When an allied minion activates within 6", move it up to 4".



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# WITCHLING HANDLER

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
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**Witched Blade**      //1"    6    **Df**    -    2

*For each raise this action receives, this model may declare one additional different trigger, ignoring suits.*

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

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

☘ **Drain Magic:** Target discards a card. This model may draw a card and then discard a card.

⚡ **Immolate**      ⚡8"    6    **Df**    9    1

If this action receives a raise, this model may remove a **Burning** token from the target to deal +3 damage.

🔄 **Reposition:** Move this model up to 3".

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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♦ **Break the Seal**      4"    0    -    6    -

*Target a friendly engaged Witchling Stalker. Replace the target with a Witchling Thrall. It heals 3.*