



M LEGER DE MAIN

6
COST5
DF7
SP6
WP2
SZ*Unique, Living • Witness*

Manipulative: If this model has not yet activated this turn, enemy models may not cheat fate in opposed duels with this model.

Mirror Trick: After this model modifies its duel by removing an **Adaptable** token, it may remove a friendly Scheme marker in LoS to make a Scheme marker within 1".

LEGER DE MAIN

Attack Actions Rg Skl Rst TN Dmg

Distracting Illusion	≤2"	6	Wp	-	-
-----------------------------	-----	---	----	---	---

Target gains **Stunned** and **Entranced** tokens.

- ❖ **Blow Your Mind:** Deal 2 damage to the target.
- ❖ **Pilfer:** Target must drain a ♦. If it does so, infuse a ♦.

Disillusion	≥6"	6	Wp	-	-
--------------------	-----	---	----	---	---

Move the target up to its **Sp**.

- ♦ **Showmanship:** Place this model within 4". Then, enemy models within (≤)2" of this model must pass a TN 12 **Wp** duel or gain a **Stunned** token.
- ❖ **Blow Your Mind:** Deal 2 damage to the target.
- ❖ **Phantasmal Doorway:** When resolving, the target is unaffected by terrain while moving.

Tactical Actions Rg Skl Rst TN Dmg

False Claim	3"	0	-	6	-
--------------------	----	---	---	---	---

This action cannot be declared while engaged. Make two Scheme markers within range.

- ❖ **Sneak Away:** Once per turn. This model must be within 1" of blocking terrain. Place this model anywhere within 8" of its current location within 1" of blocking terrain.