



- COST

MIREWING

5
DF6
SP5
WP3
SZ

Totem, Unique, Beast • Swampfiend

Butterfly Jump: After resolving an enemy attack action targeting this model, this model may move up to 3".

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

MIREWING

Attack Actions

	Rg	Skl	Rst	TN	Dmg
"Up We Go!"	¶ 2"	2	Sz	-	2

Place the target anywhere within 3" of its current location.

¶ **Flutterstorm:** Deal 1 damage to enemy models within (X)3" of this model.

■ **Premonition:** Look at the top card of your fate deck. This model may discard it.

	Rg	Skl	Rst	TN	Dmg
Moth Dust	‡ 8"	5	Df	-	1

If this action receives a raise, the target and enemy models within (X)1" of the target gain a **Poison** token.

¶ **Burst Damage:** When resolving, increase the (X) of this action by +1".

♦ **Hexed Gambit:** Target must have a **Stunned** token. This model may discard and draw a card.

♦ **Stunning Strike:** Target gains a **Stunned** token.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
† Silver Wind	-	0	-	6	-

Move this model up to its **Sp**. Enemy models moved through this way gain a **Poison** token.

	Rg	Skl	Rst	TN	Dmg
♦ Tap the Leyline	-	-	-	-	-

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