



CHARM WARDER

7
COST5
DF6
SP6
WP2
SZ

STN: 10

Minion (2), Living • Qi and Gong

Aegis: Once per activation. This model may reduce damage dealt to it by 1.

Ephemeral (3): After this model is summoned, it is dealt 3 damage which may not be reduced.

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

Purification Rite: Enemy models within 5" of this model ignore their **Demise** abilities.

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CHARM WARDER

Attack Actions	Rg	Skl	Rst	TN	Dmg
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Chi Blade	≤1"	6	Wp	-	2
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This action ignores ♦ abilities.

• **Exorcism:** Target must have a **Summon** token.

Kill the target.

Jinx	≥10"	6	Wp	-	1
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Target gains an **Entranced** token.

• **Astral Slash:** This model may declare a ≤ action targeting the same model, ignoring LoS and range.

• **Inspiration:** This model gains a **Focused** token.

• **Shady Deals:** If the target is within 2" of a Strategy marker, the target must discard a random card.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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Chaos Theory	(X)3"	0	-	6	-
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Choose a suit. One at a time, each enemy model within range discards the top two cards of its fate deck. For each discarded card that matches the named suit, the enemy model is dealt 2 damage.