



3  
COST

# DELIRIOUS THRALL

4  
DF

6  
SP

4  
WP

2  
SZ



STN: 5

Minion (3) ♦ Nightmare, Woe

**Demise (Shattered Glass):** When this model is killed, deal 1 damage to enemy models within (X)2".

**Don't Turn Your Back:** Enemy models that activate engaged with this model may not declare the **Interact** action until the end of their activation.

# DELIRIOUS THRALL

## Attack Actions

|  | Rg | Skl | Rst | TN | Dmg |
|--|----|-----|-----|----|-----|
|--|----|-----|-----|----|-----|

**Mirrored Image** //1" 4 **Df** - 1

*This model and the target may not cheat fate during this action.*

🕸 **Spiderwebbed Fractures:** Enemy models within (X)2" of the target are dealt 1 damage.

🦋 **Frantic Attack:** *This model deals 1 irreducible damage to itself.* Declare this action again.

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

🦋 **Convulsions:** Move the target up to 3". Then the target must either discard a card or this model may move it up to 3".

## Tactical Actions

|  | Rg | Skl | Rst | TN | Dmg |
|--|----|-----|-----|----|-----|
|--|----|-----|-----|----|-----|

**Final Reflection** 1" - - - -

*Enemy only. Kill this model. Make a Scheme marker in base contact with the target.*