



KLAUS NORWOOD

7
COST6
DF6
SP6
WP2
SZ

Henchman, Unique, Living, Versatile • Grim

Disguised: This model may not be the target of actions generated by the **Charge** action.

Infiltrated: When this model activates, it may choose an enemy Scheme marker within 6". Make a Scheme marker in base contact with it. Then, remove the chosen marker.

KLAUS NORWOOD

Attack Actions	Rg	Skl	Rst	TN	Dmg
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Incessant Questions	+8"	6	Wp	-	2
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If this attack receives a raise, the target gains a **Slow** token.

- ◆ **Pocketful of Personalities:** Choose another ally. Declare an action printed on the chosen model's stat card targeting the same model, ignoring LoS and range.
- ❖ **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.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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Information Exchange	8"	0	-	5	-
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Friendly only. Target heals 2 and is moved 3" toward this model.

- ♦ **Cryptic Message:** When resolving, the target may move in any direction.
- **Draw Out Secrets:** Make a Scheme marker in base contact with the target.

Expanding Influence	6"	0	-	4	-
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Ally or friendly minion only. Move the target up to 4" toward a friendly model in its LoS.