



7
COST

KLAUS NORWOOD

6

DF

6

SP

6

WP

2

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

Incessant Questions †8" 6 Wp - 2

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

Information Exchange 8" 0 - 5 -

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 -

Ally or friendly minion only. Move the target up to 4" toward a friendly model in its LoS.