



## Hans Spelmann

Mortal . Professor

MV	CH	CD	RD	AD
4	6	6	5	6

SAN	MYTH	WND
6	1	17

3

13pts 1

**NEUTRONA CADUCEUS - 8 / ARCANE / 10" / Fatigue**

**KNIFE - 6 / COMBAT / Base / Bleed**

### ENTANGLEMENT FIELD - 1

This Model may target an enemy model with the Fatigue condition within 10" and Line of Sight. This Model's controlling player may then move the target 3".

### SOUL HUNTER

When this Model inflicts WND to a Model with the Myth Trait from an Attack, it inflicts one extra WND.

### SPIRIT AIM

When this Model activates it may suffer 1 WND to gain +1 to Arcane Attacks until the end of it's Activation.

### SPIRIT LEECH

If this model destroys an enemy with an Arcane Attack it immediately heals 2 WND.



## Hans Spelmann

Mortal . Professor

MV	CH	CD	RD	AD
4	6	6	5	6

SAN	MYTH	WND
6	1	17

**NEUTRONA CADUCEUS - 8 / ARCANE / 10" / Fatigue**

**KNIFE - 6 / COMBAT / Base / Bleed**

### SPIRIT AIM

When this Model activates you may suffer 1 WND to gain +1 to Arcane Attacks until the end of it's activation.

### PSYCHOSOMATIC SEEPAGE

When this Model flips it immediately gains the Bleed condition and may never have it removed by any means.

### PARAPSYCHOLOGICAL OBSESSION

This Model may not make Attacks against non-Myth Enemies unless there are no Myth Enemies left in the Play Area.