



## Aetheric Apparition

Myth

MV	CH	CD	RD	AD
4	6	5	7	8

SAN	MYTH	WND
7	1	14

2

13pts 2

**IRIDESCENT BREATH - 8 / ARCANE / Template / Burn**

**SPIRIT CLAWS - 7 / COMBAT / Base / Bleed**

**AETHERMATIC TRANSFER - 2**

Immediately place this model within 2D6 inches of its current position. This does not trigger a Disengaging Strike.

**VOLATILE**

When this model is removed from play, all other models within 2" suffer 2 WND and the Burn Condition.

**FEAR**

This Model causes Fear.

**MINION HORDE**

This Model is not considered Unique and more than one of this Model may be taken in a Force.



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**SPIRIT CLAWS - 8 / COMBAT / Base / Bleed**

**CAPRICIOUS WHIMS**

At the start of this Models Activation it must make a SAN Test, if it fails than its Activation is controlled by the opposing player.

**AETHERMATIC DEVASTATION**

When this model is removed from play, all other models within 3" suffer 4 WND and the Burn Condition.

**ABOMINATION**

This Model causes Fear. Madness is gained regardless of whether you pass or fail your Fear test. If passed you may act as normal.

**MINION HORDE**

This Model is not considered Unique and more than one of this Model may be taken in a Force.