Widow Weaver

Henchman
NIGHTMARE

8 COST

| **5** DF | **6** WP | FACTION | **5** MV | **2** SZ |

ABILITIES

TERRIFYING (12): After an enemy model targets this model with an Attack Action, the enemy model must pass a TN 12 **Wp** duel or the Action fails.

FEED ON FEAR: After an enemy model within this model's engagement range fails a **Wp** duel, this model Heals 1.

SEIZE PREY: At the start of this model's Activation, it may Place itself into base contact with a friendly Web Marker within 12″. This model is unaffected by Web Markers.

THE STUFF OF NIGHTMARES: After an enemy model within ⓘ6 is killed by a Nightmare model, this model gains a Stuffing Token. Instead of removing a Scrap Marker to pay the Cost for an Action, this model may instead discard a Stuffing Token.

NIGHTMARE TAILOR: When hiring, this model is treated as having the Puppet Keyword.

① ② ③ ④ ⑤ ⑥ ⑦ ⑧
HEALTH