

M
NIX10
COST5
DF6
SP6
WP2
SZ

Henchman, Unique, Loyal • Plague

Flight: This model ignores terrain and other models while moving.

¶ Incorporeal: Reduce damage dealt to this model by 1. Damage from actions may not be reduced this way.

Loose Bowels: Once per activation. When an enemy model within 3" declares an action, this model may remove a **Blight** token from the enemy to make the action fail.

1

2

3

4

5

6

7

8

9

10

11

12

Attack Actions	Rg	Skl	Rst	TN	Dmg
-----------------------	-----------	------------	------------	-----------	------------

Mouthful of Misery	1"	6	Wp	-	2
---------------------------	----	---	-----------	---	---

This model may remove a **Blight** token from the target to deal +2 damage.

• **Pouncing Strike:** Place this model into base contact with a different enemy model within 5". Then, declare this action again, targeting that enemy model.

† The Red Death	12"	6	Wp	-	1
------------------------	-----	---	-----------	---	---

The target gains a **Blight** token.

• **One by One Dropped the Revelers:** Once per activation. Enemy models within (1)3" of the target gain a **Blight** token.

• **Fever Bloom:** Remove a **Blight** token from the target. The target is dealt 1 damage and gains a **Stunned** token.

• **Quarantine:** This model and the target gain an **Aura (Hazardous)** token.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
-------------------------	-----------	------------	------------	-----------	------------

† Drink Spirit	(1)3"	0	-	6	-
-----------------------	-------	---	---	---	---

Once per turn. This model heals 1 for each enemy model within range with a **Blight** token.

■ **Sacrifice the Scurried:** Kill another friendly vermin model within 3" of this model. This model heals 2.