



DAYDREAM

2
COST4
DF8
SP4
WP1
SZ

STN: 6

Peon (3) • Nightmare

Demise (Blink): After this model is killed, it may remove a friendly Scheme marker in LoS. If it does so, this model makes a Scheme marker in base contact with itself.

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

DAYDREAM

Attack Actions	Rg	Skl	Rst	TN	Dmg
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Bend Reality	†8"	4	X	-	1
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This model chooses whether this action is resisted by Df or Wp. For each raise this action receives, choose and apply one of the following effects in an order of your choosing (max 3):

"Where Am I?!": Place the target into base contact with this model.

"Get Away!": Deal 1 damage to enemies within (1)2" of the target.

"I'm a Bird...": Place the target within 2" of itself.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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Lead Nightmare	8"	0	-	5	-
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Ally only. Target may move up to 3".