



# WHITE EYES

8  
COST

5  
DF

6  
SP

5  
WP

2  
SZ



Unique, Living ♦ Returned

**Made to Kill:** *Once per activation.* After this model is placed, it may declare a *//* action after resolving the current action.

**Nowhere to Hide:** When this model activates, if it has a **Hunger** token, its attack actions have a raise value of 3 until the end of its activation.

☐ **Unformed:** While this model is within 2" of blocking terrain, it has cover.

# WHITE EYES

## Attack Actions

Rg Skl Rst TN Dmg

**Shuddering Shape** //1" 6 **Df** - 2

✦ **Erase Their Legacy:** Remove all enemy Scheme markers within (X)2" of the target.

✦ **Bloody Tithe:** This model may either heal 2 or remove a **Hunger** token.

**Terrorize** †8" 6 **Wp** - -

Move the target up to its **Sp** away from this model.

✦ **Daze:** Target gains a **Stunned** token and this model may move it up to 3".

✦ **Shared Cravings:** Target gains a **Hunger** token.

## Tactical Actions

Rg Skl Rst TN Dmg

† **Unnatural Speed** 3" 0 - 5 -

Place this model anywhere within range.

♦ **Racked with Spasms:** Enemy models within (X)4" of this model are dealt 1 damage.