



8
COST

NIGHTSILK CREEPER

6

DF

6

SP

4

WP

3

SZ



Unique, Beast ♦ Cadmus

Expert Climber: *Once per activation.* This model may ignore vertical distance while resolving the **Walk** or **Charge** action.

Strand to Strand: When this model activates, it may drain a ♦ to place itself in base contact with a Web marker within 12".



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11



NIGHTSILK CREEPER



Attack Actions

Rg Skl Rst TN Dmg

Chelicerae

1" 6 Df - 3

If the target is in base contact with a Web marker, this action receives +2 **Skl**.


☞ **Drink Blood:** When resolving, this model heals an amount equal to the damage suffered by the target.

☞ **Infect:** Target gains a **Poison** token.

☞ **Pick the Bones:** After killing, this model may declare the **Interact** action after resolving the current action.

Seize Prey

6" 6 Df - -

Models in base contact with a Web marker suffer a  to resist this duel. Place the target in base contact with an ally within 6" of the target.

☞ **Vanish:** Place this model within 4".

☞ **Spin Web:** Make a Web marker within 1" of the target.

Tactical Actions

Rg Skl Rst TN Dmg

Dust and Cobwebs

6" 0 - 5 -

Make a Web marker within range.

☞ **Said the Spider to the Fly:** An enemy model with a **Parasite** token within 1" of the made marker is placed into base contact with this model.

