



4
COST

ABOMINATION

5
DF

6
SP

4
WP

1
SZ

Minion (4), Construct, Undead • Amalgam

STN: 6

☞ **Resilient:** Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).

Ruthless: This model ignores the ☞ abilities of other models.

Unmade: When this model ends its activation, enemy models within (X)3" with an **Injured** token are dealt 1 damage.

ABOMINATION

Attack Actions

Rg **Skl** **Rst** **TN** **Dmg**

Strange Appendages

//1" 5 **Df** - 1

If the target is not a peon and is killed, this model may summon an Abomination within 1" of it.

☞ **Siphon Life:** When resolving, this action deals +1 damage and this model heals 1.

☛ **Severe Injury:** When resolving, if the target has an **Injured** token, deal +1 damage to it. Otherwise, it gains an **Injured** token.

Tactical Actions

Rg **Skl** **Rst** **TN** **Dmg**

Concentrated Deformation

6" - - - -

Target two other friendly Abominations. Kill this model and the targets. Before removing this model, summon a Desolation Engine with 8 health within range.