



# ALLEY WAY ECHO

9  
COST5  
DF6  
SP5  
WP2  
SZ

Unique • DUA, Wastrel

• **Combat Finesse:** When this model is targeted with a  $\mathbb{H}$  action, the attacking model's duel cannot be cheated.

**Terror of Widdershins Lane:** Once per turn. After killing an enemy, this model may drain a ♦. If it does so, place this model into base contact with an enemy model within 6" of itself. It may then declare a  $\mathbb{H}$  action.



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# ALLEYWAY ECHO

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

## Umbra Execution

1" 6 Df - 3

If there are no different enemy models within 2" of the target, this action receives a +.

¶ **Reconstitute:** This model may remove a friendly marker in base contact with itself to heal 1.

¶ **Cruelty:** Once per turn. Declare this action again.

¶ **Dismember:** Make a Remains marker in base contact with the target.

## Claustrophobia

6" 6 Wp - 1

If the target is within 1" of blocking terrain, it gains a **Slow** token.

¶ **Shrug Off:** Remove one token from this model.

¶ **On Your Heels:** Place this model into base contact with the target.

## Tactical Actions

Rg Skl Rst TN Dmg

## Secret Passage

12" 0 - 6 -

This action may only be declared if this model is within 1" of blocking terrain. Place this model anywhere within range within 1" of blocking terrain.

¶ **Trail of Dusk:** Immediately, make a Shadow Door marker in base contact with this model.