



ABOMINATION

4
COST5
DF6
SP4
WP1
SZ

STN: 6

Minion (4), Construct, Undead • Amalgam



🛡 **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
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Strange Appendages

1"

5

Df

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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

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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Concentrated Deformation

6"

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