



- COST

# THE DREAMER

FAST ASLEEP

5  
DF7  
SP6  
WP2  
SZ

Master, Unique, Living • Nightmare

Lucid  
DreamingLord Chompy  
Bits, Dreamlord

**Diversion:** Enemy models within 4" count all symbols on their cards as blank.

**Incorporeal:** Reduce damage dealt to this model by 1. Damage from actions may not be reduced this way.

**Just a Dream:** After this model is dealt damage from an attack, it may drain two . If it does, it may not be attacked for the remainder of the activation.



1

2

3

4

5

6

7

8

9

10

11

12

# THE DREAMER

## Fast Asleep

### Attack Actions

	Rg	Skl	Rst	TN	Dmg
--	----	-----	-----	----	-----

#### Cricket Bat

1" 6 Df - 2

This action deals +1 damage for each other ally within 1" of the target, to a maximum of +2.

• "Next at Bat!": Once per activation. After failing, another ally may declare a # action against the target.

#### Twist Reality

8" 6 X - 2

This model chooses whether this action is resisted by Df or Wp. For each raise this action receives, summon one Daydream in base contact with the target.

• Frighten: Target gains a Fright token.

• Hallucinate: The target must reveal their control hand.

#### Bad Dreams

8" 6 Wp - -

Target gains a Fright token.

• Nightstalker: Summon a friendly Lord Chompy Bits, Dreamlord in base contact with the target.

• Coordinated Attack: Another friendly model may declare a # action targeting the same model.

### Tactical Actions

	Rg	Skl	Rst	TN	Dmg
--	----	-----	-----	----	-----

#### Peer Into Dreams

6" 0 - 6 0

Make an Under Your Bed marker within range.