



# SERENA BOWMAN

6  
COST

5  
DF

6  
SP

5  
WP

2  
SZ



Unique • Nightmare

**Demise (Eternal):** Once per turn. When this model is killed, it may discard a card. If it does so, it heals 4.

**Disguised:** This model may not be the target of actions generated by the **Charge** action.

# SERENA BOWMAN

## Attack Actions      Rg Skl Rst TN Dmg

|                         |     |   |    |   |   |
|-------------------------|-----|---|----|---|---|
| <b>Horrific Reality</b> | †2" | 6 | Df | - | 2 |
|-------------------------|-----|---|----|---|---|

*This action may draw LoS and range from allies within 8". For each raise this action receives, an ally within 2" of the target heals 2.*

- ❖ **Critical Strike:** When resolving, this action deals +1 damage to the target.
- ❖ **Pulled Here and There:** Move either this model or the target up to 3".
- ✉ **Frighten:** Target gains a **Fright** token.

## Tactical Actions      Rg Skl Rst TN Dmg

|                                |    |   |   |   |   |
|--------------------------------|----|---|---|---|---|
| <b>† Bottle of Painkillers</b> | 3" | 0 | - | 6 | - |
|--------------------------------|----|---|---|---|---|

*Ally only. Target either heals 3 or it may remove a token.*

- ❖ **Pulled Here and There:** Move either this model or the target up to 3".