



GRAVE GOO

8
COST

5
DF

6
SP

5
WP

3
SZ



Unique ♦ Seeker

Latch On: Enemy models in base contact with this model suffer -1 Df.

Through the Muck: If this model ends its activation within 2" of a piece of terrain or Lamp marker, it heals 1.

Trail of Slime: The area within 2" of this model is hazardous terrain. Friendly models may choose to be unaffected by this terrain.

GRAVE GOO

Attack Actions

Rg Skl Rst TN Dmg

Sludge Strike

* 6 Df - 2

When this action is declared, choose if it has a range of $\text{⌘}2"$ or $\text{⌘}8"$. If the target is in base contact with this model, this action receives a ⌘ .

♦ **Slurping Maw:** Once per activation. Declare this action again, drawing range and LoS from a model with a friendly Consumed upgrade.

⚔ **Burst of Speed:** Move this model up to 5", ignoring other models. Enemy models moved through this way are dealt 1 damage.

⚔ **Acidic Touch:** Remove a friendly token from this model. When resolving, damage from this action is irreducible.

↓ Ingested

⚔4" 6⚔ Sp - -

Place this model in base contact with the target. Then, attach the Consumed upgrade to the target.

⚔ **Last Light:** This model gains a **Death** token.

⚔ **Horrible Filling:** The target is dealt 1 irreducible damage.

Tactical Actions

Rg Skl Rst TN Dmg

↓ Rapid Digestion

4" - - - -

Remove target Remains or Lamp marker. This model heals 2. If this action removed a Lamp marker, this model gains a **Life** token.