



ALP

5
COST

5
DF

6
SP

5
WP

2
SZ



STN: 9

Minion (3) ♦ Nightmare

Demise (Uneasy): After this model is killed, an enemy model within 1" gains a **Fright** token.

Made to Kill: *Once per activation.* After this model is placed, it may declare a // action after resolving the current action.

ALP

Attack Actions

Rg Skl Rst TN Dmg

Imaginary Claws

//1" 5 Df - 2

If the target has a **Fright** token, this action receives a **+**.

Puncture: When resolving, this attack receives one additional raise.

Grab On: Target gains a **Slow** token. End this model's activation.

Siphon Essence: After killing, infuse a **♦**.

Tactical Actions

Rg Skl Rst TN Dmg

Unnatural Speed

3" 0 - 6 -

Place this model anywhere within range.