



WHITE EYES

8
COST5
DF6
SP5
WP2
SZ*Unique, Living • Returned*

Made to Kill: Once per activation. After this model is placed, it may declare a \mathbb{W} action after resolving the current action.

Nowhere to Hide: When this model activates, if it has a **Hunger** token, its attack actions have a raise value of 3 until the end of its activation.

🛡 Uninformed: While this model is within 2" of blocking terrain, it has cover.



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WHITE EYES

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Shuddering Shape	1"	6	Df	-	2

- **Erase Their Legacy:** Remove all enemy Scheme markers within (x)2" of the target.
- **Bloody Tithe:** This model may either heal 2 or remove a **Hunger** token.

Attack Actions	Rg	Skl	Rst	TN	Dmg
Terrorize	8"	6	Wp	-	-

Move the target up to its **Sp** away from this model.

- **Daze:** Target gains a **Stunned** token and this model may move it up to 3".
- **Shared Cravings:** Target gains a **Hunger** token.

Tactical Actions

Tactical Actions	Rg	Skl	Rst	TN	Dmg
Unnatural Speed	3"	0	-	5	-

Place this model anywhere within range.

- **Racked with Spasms:** Enemy models within (x)4" of this model are dealt 1 damage.