



# LEECH KING

9  
COST

5  
DF

6  
SP

6  
WP

2  
SZ

Unique, Living ♦ Returned, Swampfiend

**Demise (I'll Have What They're Having):** When this model is killed, it is replaced with a Giant Leech and heals 4.

**Regeneration:** When this model activates, it heals 1.

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# LEECH KING

## Attack Actions

Rg Skl Rst TN Dmg

### Blood Magic

✦ 8" 6 Df - 2

If the target has half its maximum health or less, this action deals +1 damage.

☞ **Drink Blood:** When resolving, this model heals an amount equal to the damage suffered by the target.

☞ **Coordinated Attack:** Another friendly model may declare a ☞ action targeting the same model.

☞ **Forgetful:** Target discards a random card.

### Bloodletting

✦ 8" 6 Df - 1

*This action may target allies.* Enemy models within (X)3" of the target are dealt 1 damage.

☞ **Strip Defenses:** This model may remove a token from the target.

☞ **Paralyzed:** When resolving, if the target has a **Stunned** token, deal +1 damage. Otherwise, it gains a **Stunned** token.

## Tactical Actions

Rg Skl Rst TN Dmg

### Clew of Leeches

8" 0 - 6 -

*Enemy only.* Summon a Giant Leech in base contact with the target.