



# ABOMINATION

4  
COST

5  
DF

6  
SP

4  
WP

1  
SZ

STN: 6

Minion (4), Construct, Undead • Amalgam



🛡 **Resilient:** Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).

**Ruthless:** This model ignores the 🛡 abilities of other models.

**Unmade:** When this model ends its activation, enemy models within (X)3" with an **Injured** token are dealt 1 damage.

# ABOMINATION

Attack Actions	Rg	Skl	Rst	TN	Dmg
----------------	----	-----	-----	----	-----

## Strange Appendages

1"

5

Df

-

1

If the target is not a peon and is killed, this model may summon an Abomination within 1" of it.

¶ **Siphon Life:** When resolving, this action deals +1 damage and this model heals 1.

₩ **Severe Injury:** When resolving, if the target has an **Injured** token, deal +1 damage to it. Otherwise, it gains an **Injured** token.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
------------------	----	-----	-----	----	-----

## Concentrated Deformation

6"

-

-

-

*Target two other friendly Abominations. Kill this model and the targets. Before removing this model, summon a Desolation Engine with 8 health within range.*