



ALP

5
COST5
DF6
SP5
WP2
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.

Attack Actions Rg Skl Rst TN Dmg

Imaginary Claws	1"	5	Df	-	2
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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	-
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Place this model anywhere within range.