



# DAYDREAM

2  
COST

4  
DF

8  
SP

4  
WP

1  
SZ



STN: 6

Peon (3) ♦ Nightmare

**Demise (Blink):** After this model is killed, it may remove a friendly Scheme marker in LoS. If it does so, this model makes a Scheme marker in base contact with itself.

**Flight:** This model ignores terrain and other models while moving.

# DAYDREAM

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
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### Bend Reality

✦ 8" 4 X - 1

*This model chooses whether this action is resisted by **Df** or **Wp**. For each raise this action receives, choose and apply one of the following effects in an order of your choosing (max 3):*

**"Where Am I?!"**: Place the target into base contact with this model.

**"Get Away!"**: Deal 1 damage to enemies within (X)2" of the target.

**"I'm a Bird..."**: Place the target within 2" of itself.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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### Lead Nightmare

8" 0 - 5 -

*Ally only. Target may move up to 3".*