NECROTIC MACHINE

COST -

DF 5

SP 6

WP 4

SZ 2

Totem, Unique, Construct · Forgotten

🛡 **Armor:** *Once per activation.* This model may reduce damage dealt to it by 1.

Ceaseless Advance: During the end phase, this model may drain a ♦. If it does so, it may move up to 3" and declare an action.

♦ ① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨

NECROTIC MACHINE

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Necrotic Injection	⚔1"	6	**Df**	-	2

Infuse a ♦ for each raise this attack receives.

- ☩ *Puncture:* When resolving, this attack receives one additional raise.
- ❦ *Misunderstood Monster:* Target must either discard a card or gain an **Abandoned** token.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
⚑ **Crawling Terror**	6"	0	-	5	-

Ally only. Target heals 1. The target heals an additional +2 if there is an enemy model with an **Abandoned** token within 2" of the target.

- ▦ *Premonition:* Look at the top card of your fate deck. This model may discard it.

♦ **Tap the Leyline**	-	-	-	-	-

Once per turn. Draw two cards and then discard one card.

30 mm