THE NOTHING BEAST

COST 9

DF 6
SP 7
WP 6
SZ 3

STN: 13

Henchman, Unique ◆ Obliteration

Demise (Stolen Moments): When this model is killed, enemy models within (♾)2" of this model must pass a TN 12 **Wp** duel or gain a **Slow** token.

Half in the Void: If this model has a **Flicker** token, reduce damage this model deals by 1.

⚕ Incorporeal: Reduce damage dealt to this model by 1. Damage from ✦ actions may not be reduced this way.

1 2 3 4 5 6 7 8 9 10 11

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Attack Actions

	Rg	Skl	Rst	TN	Dmg
⚵ **Obliterate**	〰3"	6	**Wp**	-	3

If the target is within 1" of an Echo marker, this action receives a 🔲.

- ☗ ***Siphon Life:*** When resolving, this action deals +1 damage and this model heals 1.
- ☗ ***Shove Aside:*** *Once per activation.* Move the target 4". Then, this model moves up to 4" and may declare a 〰 action targeting a different model.
- ❧ ***Delay:*** Target gains a **Slow** token.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
⬧ **Accelerate Time**	3"	-	-	-	-

Once per activation. Allies within range may place within 3" of their current locations.

	Rg	Skl	Rst	TN	Dmg
Stutter Time	8"	0	-	5	-

Ally only. Target gains a **Backtrack** token. If this action receives a raise, place the target anywhere within 2" of its current location.

- ☗ ***On Your Heels:*** Place this model in base contact with the target.
- ❧ ***Blurred Motion:*** This model gains an **Aura (Concealment)** token.

50 mm