




# LUCID DREAMING

The Dreamer, Fast Asleep



Friendly Nightmare models gain the following ability:

**Feed on Fear:** This model receives a  when targeting a model with a **Fright** token.

Friendly unique Nightmare models gain the following action:

Tactical Action	Rg	Skl	Rst	TN	Dmg
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† <b>Dreadful Dream</b>	(X) 4"	-	-	-	-
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Once per activation. Enemy models within range must pass a TN 12 **Wp** duel or gain a **Fright** token.

- ♦ **"I Can't Wake Up!":** Once per activation. One minion or peon model that failed this duel gains a **Flicker** token.



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
### Markers

**Shadow Lair:** 50mm, hazardous (**Fright**).


**Under Your Bed:** 50mm. All friendly Nightmare models in play may draw range and LoS for attack and **Interact** actions from this marker. After an action is taken in this way, enemy models within (X)1" gain a **Fright** token and then remove this marker.

### Tokens

**Flicker:** During the end phase, kill this model. This token cannot be removed.

**Fright:** This model considers its  abilities blank. After a friendly model succeeds in a  action targeting this model, it may choose to receive one additional raise; if it does, remove this token after resolving the action.

**Slow:** Reduce this model's action limit by 1 (to a minimum of 1). When this model ends its activation, remove this token. Canceled by **Fast**.

**Summon:** This model may not declare the **Interact** action. This model does not infuse a  for its crew when it is killed. This token cannot be removed.

### Reference