



NIX

10
COST

5
DF

6
SP

6
WP

2
SZ



Henchman, Unique, Loyal • Plague

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

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

Loose Bowels: *Once per activation.* When an enemy model within 3" declares an action, this model may remove a **Blight** token from the enemy to make the action fail.

1 2 3 4 5 6 7 8 9 10 11 12

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Mouthful of Misery	1"	6	Wp	-	2

This model may remove a **Blight** token from the target to deal +2 damage.

☛ **Pouncing Strike:** Place this model into base contact with a different enemy model within 5". Then, declare this action again, targeting that enemy model.

☛ The Red Death	12"	6	Wp	-	1
------------------------	-----	---	----	---	---

The target gains a **Blight** token.

◆ **One by One Dropped the Revelers:** Once per activation. Enemy models within (X)3" of the target gain a **Blight** token.

☞ **Fever Bloom:** Remove a **Blight** token from the target. The target is dealt 1 damage and gains a **Stunned** token.

☛ **Quarantine:** This model and the target gain an **Aura (Hazardous)** token.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
☛ Drink Spirit	(X)3"	0	-	6	-

Once per turn. This model heals 1 for each enemy model within range with a **Blight** token.

📖 **Sacrifice the Scurried:** Kill another friendly vermin model within 3" of this model. This model heals 2.