



# GIANT LEECH

4  
COST

4  
DF

6  
SP

4  
WP

2  
SZ

Minion (2), Living ♦ Returned, Swampfiend

**Distended With Blood:** This model receives +1 **Sz** for each friendly non-**Summon**, non-**Slow** token on it, to a maximum of +2.

**Latch On:** Enemy models in base contact with this model suffer -1 **Df**.

**Stealth:** While more than 6" away from this model, enemy models cannot target it and ignore it when drawing LoS.

# GIANT LEECH


## Attack Actions

Rg Skl Rst TN Dmg

### Bloodsuck


// 1" 4 Df - 1

This model heals 1.

 **Paralyzed:** When resolving, if the target has a **Stunned** token, deal +1 damage. Otherwise, it gains a **Stunned** token.

### Body Slam

† 4" 4 Df - X

*Once per activation. If the target is at a lower elevation, this action receives a . X is equal to this model's Sz.*

Place this model in base contact with the target.

## Tactical Actions

Rg Skl Rst TN Dmg

### Where There's One

0" 0 - 11 -

*Enemy only. If the target is at half its maximum health or below, this action receives +1 to its **Skl**. Summon a Giant Leech in base contact with the target.*