



M

8
COST

GRAVE GOO

5
DF6
SP5
WP3
SZ

Unique • Seeker

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

Through the Muck: If this model ends its activation within 2" of a piece of terrain or Lamp marker, it heals 1.

Trail of Slime: The area within 2" of this model is hazardous terrain. Friendly models may choose to be unaffected by this terrain.



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GRAVE GOO

Attack Actions	Rg	Skl	Rst	TN	Dmg
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Sludge Strike	*	6	Df	-	2
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When this action is declared, choose if it has a range of 4" or 8". If the target is in base contact with this model, this action receives a +.

- ◆ **Slurping Maw:** Once per activation. Declare this action again, drawing range and LoS from a model with a friendly Consumed upgrade.
- ◆ **Burst of Speed:** Move this model up to 5", ignoring other models. Enemy models moved through this way are dealt 1 damage.
- ◆ **Acidic Touch:** Remove a friendly token from this model. When resolving, damage from this action is irreducible.

Ingested	4"	6	Sp	-	-
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Place this model in base contact with the target. Then, attach the Consumed upgrade to the target.

◆ **Last Light:** This model gains a **Death** token.

◆ **Horrible Filling:** The target is dealt 1 irreducible damage.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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Rapid Digestion	4"	-	-	-	-
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Remove target Remains or Lamp marker. This model heals 2. If this action removed a Lamp marker, this model gains a Life token.