



6
COST

SERENA BOWMAN

5
DF

6
SP

5
WP

2
SZ



Unique ♦ Nightmare

Demise (Eternal): *Once per turn.* When this model is killed, it may discard a card. If it does so, it heals 4.

Disguised: This model may not be the target of actions generated by the **Charge** action.



SERENA BOWMAN

Attack Actions

	Rg	Skl	Rst	TN	Dmg
--	----	-----	-----	----	-----

Horrific Reality	✦ 2"	6	Df	-	2
-------------------------	------	---	-----------	---	---

This action may draw LoS and range from allies within 8".

For each raise this action receives, an ally within 2" of the target heals 2.

☞ **Critical Strike:** When resolving, this action deals +1 damage to the target.

🦋 **Pulled Here and There:** Move either this model or the target up to 3".

📖 **Frighten:** Target gains a **Fright** token.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
--	----	-----	-----	----	-----

⚔ Bottle of Painkillers	3"	0	-	6	-
--------------------------------	----	---	---	---	---

Ally only. Target either heals 3 or it may remove a token.

🦋 **Pulled Here and There:** Move either this model or the target up to 3".