BANDERSNATCH

7 COST

5 DF

6 SP

5 WP

2 SZ

Unique ◆ Nightmare

Ethereal Web: When this model activates, it may drain a ◗ to place itself in base contact with a Shadow Lair marker within 12".

Ʊ Tangled Dreams: When this model is dealt damage, it may remove a Shadow Lair marker within 2" to reduce the damage by 2.

◗ ① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨

BANDERSNATCH

Attack Actions	Rg	Skl	Rst	TN	Dmg
Dreaming of Teeth	〰1"	6	**Df**	-	2

This action may draw LoS and range from Shadow Lair markers within 6".

- 🜂 *Tear Off a Bite:* This model heals 2.

Infested Nightmare	✦8"	6	**Wp**	-	2

For each raise this action receives, an ally with LoS to the target may move up to 6" toward the target.

- 🜂 *False Suspicions: Once per activation.* Target declares an attack action chosen and controlled by this model.
- 🜂 *Mental Trauma:* Target must either discard a card or be dealt 3 damage.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
🗡 **Nightmare Webbing**	6"	0	-	5	-

Make a Shadow Lair marker within range.

Dart Out	6"	0🜂	-	6	-

Target another ally or a Shadow Lair marker. Place this model into base contact with the target.

- 🜂 *Consume: Friendly only. Kill the target.* This model heals an amount equal to the target's health.

40 mm