



ONEIROPHOBIA

The Dreamer, Insomniac



Friendly Nightmare models gains the following ability:

Dreamscape: After this model succeeds in a action, it may remove a **Fright** token from the target to deal +1 damage.

Friendly unique Nightmare models gain the following action:

Tactical Action	Rg	Skl	Rst	TN	Dmg
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Waking Scream

8" 0 - 5 -

Ally only. Kill the target. Enemy models within 2" of the target must pass a TN 13 **Wp** duel or be dealt 2 damage. Models with a **Fright** token suffer a to this duel.

- ◆ **Woke Up Before I Hit the Ground:** This model heals an amount equal to the target's health (maximum 5).



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Markers

Shadow Lair: 50mm, hazardous (**Fright**).

Tokens

Flicker: During the end phase, kill this model. This token cannot be removed.

Fright: This model considers its \spadesuit abilities blank. After a friendly model succeeds in a \clubsuit action targeting this model, it may choose to receive one additional raise; if it does, remove this token after resolving the action.

Slow: Reduce this model's action limit by 1 (to a minimum of 1). When this model ends its activation, remove this token. Canceled by **Fast**.

Summon: This model may not declare the **Interact** action. This model does not infuse a \clubsuit for its crew when it is killed. This token cannot be removed.