# MARLENA WEBSTER

**8** COST

**6** DF

**7** SP

**5** WP

**3** SZ

Henchman, Unique, Living, Construct ◇ Amalgam

**Rotten Core:** Enemy models within 3" may not declare the **Interact** action.

**"Teddy! Help!":** *Once per activation.* After resolving an attack targeting this model, this model may drain a ⬥ to declare the **Charge** action, ignoring engagement.

⬥ 1 2 3 4 5 6 7 8 9 10 11

# MARLENA WEBSTER

| Attack Actions | | Rg | Skl | Rst | TN | Dmg |
|---|---|---|---|---|---|---|
| **Energy Drain** | | ⚔1" | 7 | **Wp** | - | 1 |

*This attack has a raise value of 3.* An ally within range may heal an amount equal to the damage suffered.

🦇 *Severe Injury:* When resolving, if the target has an **Injured** token, deal +1 damage to it. Otherwise, it gains an **Injured** token.

| **Entropic Siphon** | | 🔫10" | 7 | **Df** | - | 1 |

*This attack has a raise value of 3.* An ally within range may heal an amount equal to the damage suffered.

🦇 *Stagger:* Target gains a **Staggered** token.

| Tactical Actions | | Rg | Skl | Rst | TN | Dmg |
|---|---|---|---|---|---|---|
| 🍴 **Obscene Feast** | | (χ)1" | 0 | - | 3 | - |

Remove all enemy markers within range. This model heals 1 for each marker removed in this way.

| 🍴 **Where It Hurts** | | (χ)3" | 0 | - | 5 | - |

Enemy models within range with an **Injured** token are dealt 1 damage.