



LEECH KING

9
COST5
DF6
SP6
WP2
SZ

Unique, Living • Returned, Swampfiend

Demise (I'll Have What They're Having): When this model is killed, it is replaced with a Giant Leech and heals 4.

Regeneration: When this model activates, it heals 1.



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LEECH KING

Attack Actions Rg Skl Rst TN Dmg

Blood Magic	† 8"	6	Df	-	2
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If the target has half its maximum health or less, this action deals +1 damage.

¶ **Drink Blood:** When resolving, this model heals an amount equal to the damage suffered by the target.

₩ **Coordinated Attack:** Another friendly model may declare a ¶ action targeting the same model.

₩ **Forgetful:** Target discards a random card.

Bloodletting	† 8"	6	Df	-	1
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This action may target allies. Enemy models within (X)3" of the target are dealt 1 damage.

¶ **Strip Defenses:** This model may remove a token from the target.

■ **Paralyzed:** When resolving, if the target has a **Stunned** token, deal +1 damage. Otherwise, it gains a **Stunned** token.

Tactical Actions Rg Skl Rst TN Dmg

Clew of Leeches	8"	0	-	6	-
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Enemy only. Summon a Giant Leech in base contact with the target.