



NIGHT TERROR

6
COST5
DF6
SP5
WP2
SZ*Minion (2), Undead • Forgotten*

Enveloping Darkness: The area within 4" of this model is concealing terrain. Friendly models may choose to be unaffected by this terrain.

Flight: This model ignores terrain and other models while moving.

NIGHT TERROR

Attack Actions Rg Skl Rst TN Dmg

Supersonic Screech	+6"	5	Wp	-	2
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If this action receives a raise, move this model up to 3".

- **You're Comin' With Me:** Move the target up to 3", then place this model into base contact with it.
- **Preoccupied:** Target gains a **Distracted** token.
- **Misunderstood Monster:** Target must either discard a card or gain an **Abandoned** token.

Tactical Actions Rg Skl Rst TN Dmg

Leap	6"	0	-	6	-
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Once per activation. Place this model anywhere within range.