



DAYDREAM

2
COST

4
DF

8
SP

4
WP

1
SZ



STN: 6

Peon (3) ♦ Nightmare

Demise (Blink): After this model is killed, it may remove a friendly Scheme marker in LoS. If it does so, this model makes a Scheme marker in base contact with itself.

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

DAYDREAM

Attack Actions

| | Rg | Skl | Rst | TN | Dmg |
|--|----|-----|-----|----|-----|
|--|----|-----|-----|----|-----|

Bend Reality

✦ 8" 4 X - 1

*This model chooses whether this action is resisted by **Df** or **Wp**. For each raise this action receives, choose and apply one of the following effects in an order of your choosing (max 3):*

"Where Am I?!": Place the target into base contact with this model.

"Get Away!": Deal 1 damage to enemies within (X)2" of the target.

"I'm a Bird...": Place the target within 2" of itself.

Tactical Actions

| | Rg | Skl | Rst | TN | Dmg |
|--|----|-----|-----|----|-----|
|--|----|-----|-----|----|-----|

Lead Nightmare

8" 0 - 5 -

Ally only. Target may move up to 3".