



LUCID DREAMING

The Dreamer, Fast Asleep



Friendly Nightmare models gain the following ability:

Feed on Fear: This model receives a **+** when targeting a model with a **Fright** token.

Friendly unique Nightmare models gain the following action:

Tactical Action	Rg	Skl	Rst	TN	Dmg
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† Dreadful Dream (X) 4" - - - - -

Once per activation. Enemy models within range must pass a TN 12 **Wp** duel or gain a **Fright** token.

◆ **"I Can't Wake Up!"**: *Once per activation.* One minion or peon model that failed this duel gains a **Flicker** token.



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Markers

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

Under Your Bed: 50mm. All friendly Nightmare models in play may draw range and LoS for attack and **Interact** actions from this marker. After an action is taken in this way, enemy models within (X)1" gain a **Fright** token and then remove this marker.

Tokens

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

Fright: This model considers its  abilities blank. After a friendly model succeeds in a  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  for its crew when it is killed. This token cannot be removed.