



4

COST

## ABOMINATION

5

DF

6

SP

4

WP

1

SZ

Minion (4), Construct, Undead • Amalgam

STN: 6

☛ **Resilient:** Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).

**Ruthless:** This model ignores the ☛ abilities of other models.

**Unmade:** When this model ends its activation, enemy models within (X)3" with an **Injured** token are dealt 1 damage.



1

2

3

4

5

# ABOMINATION

## Attack Actions

Rg Skl Rst TN Dmg

### Strange Appendages

//1" 5 Df - 1

If the target is not a peon and is killed, this model may summon an Abomination within 1" of it.

☞ **Siphon Life:** When resolving, this action deals +1 damage and this model heals 1.

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

## Tactical Actions

Rg Skl Rst TN Dmg

### Concentrated Deformation

6" - - - -

*Target two other friendly Abominations. Kill this model and the targets. Before removing this model, summon a Desolation Engine with 8 health within range.*