



The Angler

Myth . Familiar

MV	CH	CD	RD	AD	SAN	MYTH	WND
7	9	6	6	6	5	1	12

13pts **2**

CLAWS - 8 / COMBAT / Base / Blind

DON'T LOOK AT THE LIGHT - 1

Until the start of this Model's next Activation enemy Models charging this Model must pass an Arcane Defence test or lose their charging bonus.

FAMILIAR (THE ANGLER)

If the Dunsmouth Witch is within 8" and LOS of This Model, she may channel Arcane Attacks through This Model. This Model becomes the point of origin of the Attack but the Dunsmouth Witch's Arcane Attack is used. This effect may only be used once per activation.

ESSENCE STEALER

This model heals 3 WND if it inflicts 3 or more WND to another model. This cannot take it above its starting value.



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7	9	6	6	6	5	1	12

CLAWS - 8 / COMBAT / Base / Blind

FAMILIAR (THE ANGLER)

If within 8" and LOS of the Dunsmouth Witch, she may channel Arcane Attacks through the Angler. The Angler becomes the point of origin of the Attack but the Dunsmouth Witch's Arcane Attack is used. This effect may only be used once per activation.

MOTHER'S CALL

If this Model ends its activation more than 8" from the Dunsmouth Witch, it gains 1 Madness.