



Nadrageel

Tainted . Snake . Familiar

MV	CH	CD	RD	AD	SAN	MYTH	WND
5	6	7	6	6	6	1	14

3

12Pts 2

COILS - 8 / COMBAT / Base / Fatigue

BITE - 8 / COMBAT / Base / Bleed

STRIKE - 1

This Model inflicts 1 WND on an enemy Model in base contact or an unengaged enemy Model within 4" and then heals 1 WND.

FAMILIAR (NADRAGEEL)

If Dorothy Good & Blood or Mercy Good are within 8" and LOS of this Model, they may channel Arcane Attacks through this Model. This Model becomes the point of origin for the attack but the witch's Arcane Attack is used. This effect may only be used once per activation.

BLOOD MAGIC (NADRAGEEL)

Whilst within 8", friendly models may choose to inflict 2 WND on this model instead of on themselves when activating their Blood Magic abilities.

CONSTRUCTOR

Enemy Models engaged with this Model have -1 to Combat Attacks and CD. If an enemy Model tries to disengage it increases to -2 for any Disengaging Strikes.

CARVED RUNES

This Model may re-roll the first AD Test it makes each turn.



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FIGMENT

This Model drops any objective it is carrying and my not interact with objectives unless it spends 1 MYTH in addition to any other penalties.

BLOOD MAGIC (NADRAGEEL)

Whilst within 8", friendly models may choose to inflict 2 WND on this model instead of on themselves when activating their Blood Magic abilities.

STARVING

If this Model does not make a Combat Attack during its activation it suffers 1 WND. It may ignore this if it is within 4" of Dorothy Good & Blood or Mercy Good.