

# NIGHTMARE MANIFESTATION

SUPPORT, WATCHERS, SPIRIT

6PTS  
PER MODEL



# NIGHTMARE MANIFESTATION

1-3 x **2**



v3.04c

## NEURO-CACOPHONIC BLAST

ATTUNED, SHRED, BLAST  
STUN



RNG PRC ROA

10" -1 1

## SPIRIT CLAWS

ATTUNED



- -1 3

## SWALLOW WHOLE

SPECIAL, HEAVY, FATAL



- -2 1

### THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

**FRENZY:** For each Critical Success this Model rolls during a Fight Check, this Model may make an additional Attack as a Free Strike Action (or Free Special Action if the Attack had the Special Quality, even though not normally permitted). This additional Attack is still subject to Frenzy.

**GHOST ARMOUR:** Once per Round, during its Activation, this Unit may take a Mind check. If successful this Unit may add +1 to its Grit until the start of its next Activation and can re-roll failed Grit checks, unless the attack has the Blast or Torrent Quality.

**MONSTROUS:** If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

**SCREAMS OF THE ALPHA:** Nightmare Manifestations may only be included in a Force that includes a Cerulean Nightmare. Nightmare Manifestations may only make Combat Actions if within 15" of a Cerulean Nightmare.

**SPLIT PERSONALITY:** When Activated, the Unit must discard their Action Card and draw a new Action Card from the deck. The new card is applied immediately.

**STEP FROM SHADOWS: SPECIAL ACTION** - This Model may be placed in contact with Terrain anywhere in the Play Area within a number of inches from its current position equal to 2D10 plus this Unit's Mind Attribute. If both D10 are the same number, this Unit becomes Stunned once Placed. The Unit must not end this Action in Impassable terrain or Engaged in combat.

**VOLATILE:** If this Model is Wounded, before it is removed, all Models within 2" receive the Hazard Condition.