DEVOURING EEL 3



SP	DF	WP	AR
8	7	6	8

Regeneration: During Upkeep, this unit gains a Reinforcement Token. When a Fireteam in this unit suffers damage, it may discard a Reinforcement Token to reduce the damage by 1.

Constrict (6 v Df | 2"): Strength 3, Piercing. If this Action Kills one or more models, this unit gains a Reinforcement Token.

Consume: If this Action dealt damage, it deals 1 damage to the same target (without a Penetration flip).

Fireteam (50mm)

DEVOURING EEL

SP	DF	WP	AR
8	8	6	8

Regeneration: During Upkeep, this unit gains a Reinforcement Token. When a Fireteam in this unit suffers damage, it may discard a Reinforcement Token to reduce the damage by 1.

Split in Two: When this unit Activates, if it has 3 or more Reinforcement Tokens, you may discard 3 Reinforcement Tokens to Summon a Devouring Eel in base contact with this model.

Constrict (7 v Df | 2"): Strength 3, Piercing. If this Action Kills one or more models, this unit gains a Reinforcement Token.

Consume: If this Action dealt damage, it deals 1 damage to the same target (without a Penetration flip).

Errata: August 2019

Fireteam (50mm)