



7
COST

CAVERN NEPHILIM

6
DF

6
SP

4
WP

3
SZ



Minion (2), Living ♦ Returned

By Need Alone: When this model activates, if it has a **Hunger** token, it may move up to 3".

Flight: This model ignores terrain and other models while moving.

Stealth: While more than 6" away from this model, enemy models cannot target it and ignore it when drawing LoS.

CAVERN NEPHILIM

Attack Actions

Rg Skl Rst TN Dmg

Tear Apart

//1" 6 Df - 2

📖 **Paralyzed:** When resolving, if the target has a **Stunned** token, deal +1 damage. Otherwise, it gains a **Stunned** token.

🦋 **Pick the Bones:** After killing, this model may declare the **Interact** action after resolving the current action.

Echolocation

✦8" 6 Sp - 2

If the target is within 1" of blocking terrain, this action deals +1 damage.

🦋 **Pop In:** Place this model anywhere within 3".

📖 **Premonition:** Look at the top card of your fate deck. This model may discard it.

Tactical Actions

Rg Skl Rst TN Dmg

📌 Ambush

- - - - -

If this model is not in concealing terrain, it must discard a card. This model moves up to its Sp, unaffected by severe terrain.