



SAND WORM

8
COST4
DF5
SP4
WP3
SZ

Unique, Beast, Living • Frontier

Demise (Burrow): One per turn. When this model is killed, it may place itself within 6", then heal 4.

Don't Turn Your Back: Enemy models that activate engaged with this model may not declare the **Interact** action until the end of their activation.

From Shadow: This model is deployed during the start phase of turn 1 anywhere on the table, not within 2" of a Strategy marker or enemy deployment zone.



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SAND WORM

Attack Actions	Rg	Skl	Rst	TN	Dmg
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Snapping Tongues	1"	5	Df	-	4
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Target gains a **Staggered** token.

¶ **Tear Off a Bite:** This model heals 2.

¶ **Final Nibble:** Deal 1 damage to an enemy model within 1" of this model.

₩ **Knock Aside:** Move the target up to 3".

Terror From Below	8"	6	Sp	-	0
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Place this model in base contact with the target, then remove all markers within (Y)1" of the target and deal +1 damage per marker removed this way (to a max of 4).

₩ **Knock Aside:** Move the target up to 3".

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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Sandstorm	(Y)4"	0	-	6	-
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Once per activation. Deal 1 damage to enemy models in range.

₩ **Hunker Down:** This model gains a **Hidden** token.