



M

- COST

SHAMBLING NEST

3
DF3
SP5
WP1
SZ*Minion (2), Totem, Beast • Cadmus*

Demise (Broken Nest): After this model is killed, it makes an additional Remains marker.

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.

Unnerving Presence: Reduce all damage dealt to other allies within 4" by 1.



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SHAMBLING NEST

Attack Actions Rg Skl Rst TN Dmg

Ticks and Leeches ⚡ 3" 5 Df - 1

If the target has a **Parasite** token, this model adds any one suit to its **Skl**.

◆ **Leech Magic:** Target must have a **Parasite** token.
Once per turn. Draw two cards.

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

❖ **Puncture:** When resolving, this attack receives one additional raise.

✿ **Infect:** Target gains a **Poison** token.

Tactical Actions Rg Skl Rst TN Dmg

Swarm of Mites (X) 6" 0 - 6 -

Deal 1 damage to enemy models within range with a **Parasite** token.

Dust and Cobwebs 6" 0 - 6 -

Make a Web marker within range.