



BONE PILE

5
COST5
DF6
SP4
WP2
SZ*Minion (3), Undead, Versatile*

Expert Climber: Once per activation. This model may ignore vertical distance while resolving the **Walk** or **Charge** action.

Fused Joints: Once per activation. After this model resolves an action, it may remove a Remains marker within 2" to heal 2.

BONE PILE

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Sharp Claws	1"	5	Df	-	1

This attack has a raise value of 3.

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

Bone Javelin	10"	5	Df	-	2
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This action deals +1 damage if the target is at a lower elevation.

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

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

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
Throw 'Em a Bone	4"	0	-	6	-

*Friendly only. If this model is at elevation 2 or higher, increase this action's **Rg** by +6". Target heals 1 and may remove a token.*