



# WHIM OF THE HIVE

Nexus, One of Many



Friendly Cadmus models gain the following ability:

**Forced Reaction:** After an enemy model with a **Parasite** token cheats fate (or declines to), one model with this ability may drain a ♦ to reduce that enemy model's final duel total by 2.

Friendly Cadmus models gain the following action:

<b>Tactical Action</b>	<b>Rg</b>	<b>Skl</b>	<b>Rst</b>	<b>TN</b>	<b>Dmg</b>
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‡ <b>Soul Shock</b>	(X)3"	-	-	-	-
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*Once per activation.* Enemy models within range must pass a TN 12 **Wp** duel or gain a **Parasite** token and be dealt 1 damage. Summon an Eyes and Ears in base contact with models killed by this action.

♦ **Unfair Play:** One enemy model within range gains a **Parasite** token.



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## Markers

**Web:** 50mm, severe. Models in base contact with a Web marker may not be moved by other models friendly to them.

## Tokens

**Aura (Hazardous):** The area within 2" of this model is hazardous terrain. Friendly models may choose to be unaffected by this terrain. During the end phase, remove this token.

**Injured:** This model suffers -1 to its **Df** and **Wp**. During the end phase, remove this token. Canceled by **Bolstered**.

**Parasite:** When this model is killed, the crew that applied this token infuses a ♦.

**Poison:** During the end phase, deal 1 irreducible damage to this model.

**Summon:** This model cannot declare the **Interact** action. This model does not infuse a ♦ for its crew when it is killed. This token cannot be removed.